NINTENDO POWER™

May/June 1989 $3.50

"TMNT" Huge 10-Page Feature

Ninja Gaiden
Part II-Review

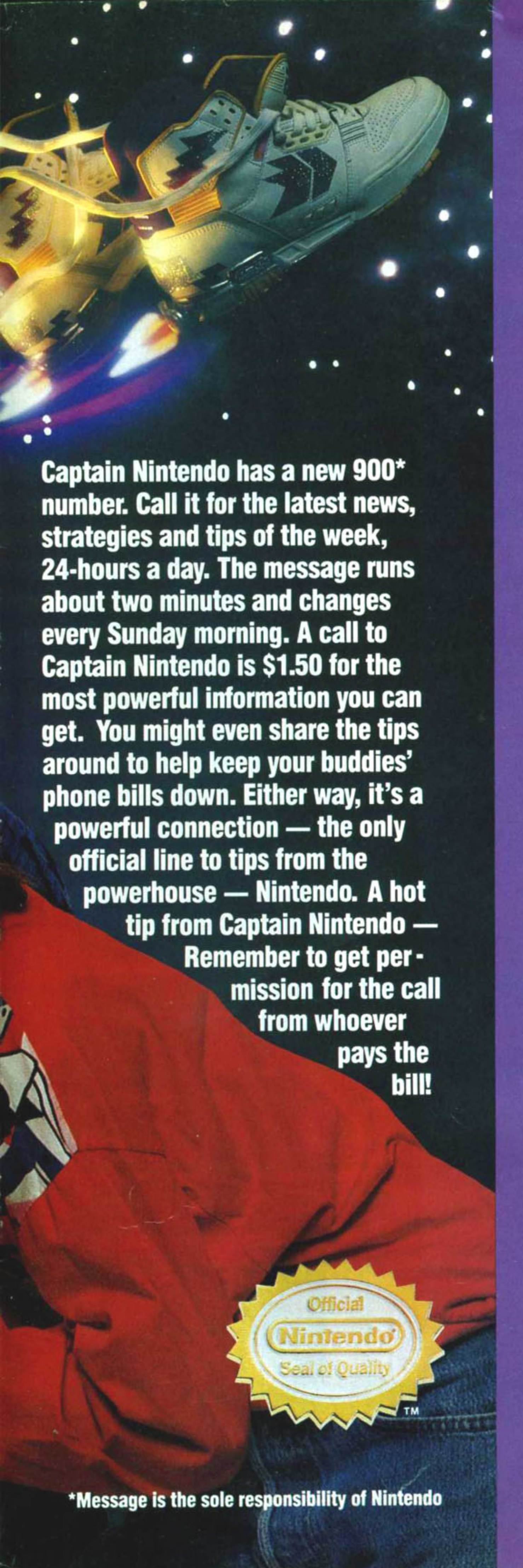
Plus! Plus!
Bayou Billy & Cobra Triangle

More Hot Previews

Official Nintendo® Seal of Quality ™

Nintendo® THE SOURCE FOR NES PLAYERS STRAIGHT FROM THE PROS


POWERFUL CONNECTION
Captain Nintendo:™ 1-900-420-6100



Welcome

This issue kicks off with a ten-page feature on the hottest hardbacks ever to shell out trouble for street-tough bad guys — *Teenage Mutant Ninja Turtles.* They're smart. They're skilled. They're skyrocketing to the top of the video game charts. Find out why right here in the one-and-only *Nintendo Power* magazine.

Then the adventures of a brave and lonely Ninja out to avenge the murder of his father continue in Part II of our *Ninja Gaiden* review. If you thought the first part of the story was packed with action, wait until you see what this guy is up against this time around. Check out the special Life Force maps that help guide you through the galaxy! Next, our *Bayou Billy* story lures you into the dank and dangerous world of the Bayou while our *Corbra Triangle* launches you into the challenging waters of high speed boat racing. Both of these hits are sure-fire winners if you like to get your adrenalin pumping and your NES controller flying.

The eagerly-awaited results of the Nester Awards are tabulated and in. Find out how the votes tallied up in our eight hot categories. *Nintendo Power* fans are behind our new preview section 100%, and this one is better than ever. This time, we'll give you a look at *Dragon Warrior, Mega Man II* (check out the poster), *Fester's Quest, Clash at Demonhead and Faxanadu.* Be prepared. These previews are so good, you'll see yourself at the controls and powering into the stratosphere for big wins.

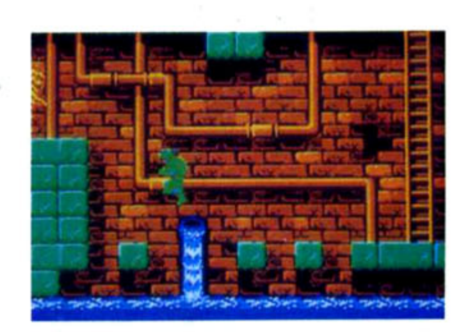
If you're stuck for a better idea than "soap on a rope" for Father's Day, checkout Nester's special gift review. Professor Nester has compiled the statistics on what dads want vs. what dads get. It's an eye opener! In this issue, find out who's in the winner's circle — the circle of 100 *Nintendo Power* critics, that is. And don't miss the two-page story written by our fiction story winner. It's about two friends "linking" up to chow down on some peanut butter sandwiches. Speaking of winners, be sure to enter our Player's Poll Contest. You could win a *Wrestlemania* Game Pak autographed by Hulk Hogan, André the Giant or Randy Macho Man Savage.

So get ready for another blockbuster issue of *Nintendo Power.* From the turtles on the cover to the wizard on the back, it's packed with all the power you need!



CONTENTS

FEATURES



PREVIEWS





1989 MAY-JUN



U.S. STAFF

Publisher — M. Arakawa
Editor in Chief — Gail Tilden
Senior Editors — Pam Sather, Howard Phillips
Editors — Scott Pelland, George Sinfield, Randy J. Studdard, Jack McLain, Brian Taney, Brian Ullrich, Doug Baker, Lori Smith, Carla Schricker, Dan Owsen
Cover Design — Griffes Advertising
Cover Photography — Darrell Peterson
Cover Illustration — Dan McGowen
Copy Coodinator — Machiko Oehler
Game Consultants — Howard Phillips, Rob Leingang
Fiction Story Judges — Scott Pelland, Gary Hinman, Leslie Swan, Carla Schricker, Dan Owsen
Editorial Consultants — Howard Lincoln, Peter Main, Phil Rogers, Juana Tingdale

JAPAN STAFF

Publisher — Tatsumi Yamashita
Producer — Tsutomu Otsuka
Concept — Work House, Tokyo
Editor in Chief — Yukio Yamashita
Senior Editor — Ichiro Koike
Editors — Fisherman Orimo, Spoon Kurano, 21 Tsukamoto, Tetu Asako, Tomisan Yazawa, Masao Iwamoto, Hiroko Nagami, Kazuyo Brandjord
Layout — Hiroshi Ohashi, Minoru Watanabe, Emi Shirasaki (M Studio, Tokyo)
Illustrators — Shuji Imai, Orange Nakamura, Hiroko Nagami, Zen Kiyoshi, Hiroshi Aizawa, Higehige Ohmori, Tomoyuki Fukutome, Katsuya Terada
Poster Art — Zen Kiyoshi

Nintendo Power is published by Nintendo of America Inc. in conjunction with Tokuma Shoten Publishing Co., Ltd.
Nintendo Power is published bi-monthly, $21 per year in the U.S.A. only by Nintendo of America Inc., 4820-150 Ave. N.E., Redmond, Washington 98052.

Color Separation by Dai Nippon Printing Co., Ltd.



NES GOURMETS

Four of us got together and made a magazine called Nintendo News for a school project. We thought NES fans would enjoy the following recipe that we included.

MIKE TYSON'S PUNCH

2 Cups strawberry Kool-Aid
2 Cups raspberry Kool-Aid
2 Cups ginger ale
1 Box frozen strawberries

Makes 12 4-oz. servings

Mix both flavors of Kool-Aid and the ginger ale. Add the strawberries. Chill for at least 30 minutes before serving.

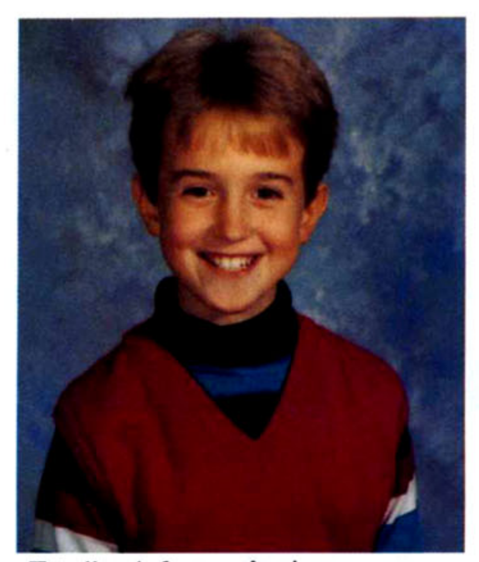
Vince Anderson, Jeff Bear, Adam Davidson & Jim Deutsch
Freeport, IL

Delicious, guys! Remember to have an adult supervise in the kitchen if you've never tried your hand at putting a recipe together before. Cheers!

GET DOWN TO THE SOUND

I made a rap for you.
I hope you and all the NES fans will like it!
It's the Legend of Zelda and it's really bad,
the creatures in the game are really rad.
Darknuts move very fast,
but if you are quick they will not last.
Polls Voice jump super high,
but if you watch your speed you will not die.
Wizrobes move fast I agree,
but if you get touched you lose a heart of energy.
I'd like to thank Nintendo for all the fun,
but I'm sorry to say my rap is done!

Andrew Martin
Greensboro, NC


Totally def rap, Andrew.

SMB FAN

The graphics in Super Mario Bros. 2 are some of the best ever by Nintendo. Sometimes the enemies in the game even help you get through tough spots like World 4-6. But the ending is the best thing about this game! Will you ever release Super Mario Bros. 3?

Aleric Irizarry
Brooklyn, NY

We're glad you enjoyed Super Mario Bros. 2. We are, in fact, producing Super Mario Bros. 3 for Nintendo's Play-Choice 10 system late this summer. At this time, there are no immediate plans to release it for use with the NES. But keep your eye on Nintendo Power for updates . . .

METAL GEAR COMEDIAN

Metal Gear is the best! It has realistic graphics and is very challenging. Every time I play it, I look forward to new levels, weapons and equipment, such as a bomb blast suit and a remote control missle. To fake an enemy out, a good tip would be to use an enemy uniform! But the most interesting thing in the game to me is a cardboard box that you can hide in. While hiding, watch for an enemy to pass by. Then POW! he's gone. If you like action, I suggest you get Metal Gear.

Andrew Finnigan
Tacoma, WA

P.S. I have a riddle: What do an expert golfer and Double Dragon have in common? They both have Lopars (Low Pars)!

Thanks for your comments about Metal Gear and the joke, Andrew!



COMPLIMENTS GALORE

I am a regular caller to your Game Counselors, and I am incredibly impressed with the way they treat callers. In over a year of seeking their assistance, I have always found them to be friendly, knowledgeable, professional, kind and very patient, no matter how simple a question may seem. Considering the stress involved in such a job, I cannot commend you enough for assembling such a sterling staff of people to deal with your public on the front lines. As for Nintendo Power, I'd like to offer congratulations on an outstanding magazine! It's an excellent publication, well illustrated and written. The game reviews are especially helpful, as they are very well thought out. Thank you and I wish Nintendo continued success and good fortune in the future!

Catherine Cioffi
Naperville, IL

Thank you, for the kind words, Catherine! We're glad that you are enjoying NES products and that the Game Play Counselors are such a valuable asset to you. If any of you are having trouble with game play, our Game Counselors would be happy to help you. Just call 1-206-885-7529 (but remember to keep your eye on the meter, especially if you're not paying the bill!)

FANTASTIC NES ARTIST

Hi! I'm a beginning cartoonist and commercial artist who loves Nintendo games. I've even started my own series of comic books, of which Nintendo has been a valuable source of inspiration. To show my gratitude, I've drawn some Legend of Zelda characters. Thanks again!

Matt Bozon
New Brighton, MN

Very impressive work, Matt! We have noticed that many of our fans are artistically inclined, and want to thank all of you for sharing your work with us.



SEQUEL MADNESS

I have just purchased the most thrilling game ever—Zelda II: The Adventures of Link. The game is filled with very impressive graphics, music and strategy. I would recommend Zelda II to everyone who owns an NES!

Andrew Adams III
Walled Lake, MI

Thank you, Andrew. Zelda II: The Adventures of Link has proved to be a true hit thanks to fans like you.

ANY CALENDARS LEFT?

Some of my friends subscribed to Nintendo Power before the September/October issues came out, and they got a calendar. Since I subscribed last December, I didn't get a calendar, and I was wondering if I could buy one now.

Wesley Bryden
Redmond, WA

Sorry, Wesley. The Nintendo Insider's Calendars were offered only to those who were early subscribers to Nintendo Power. But watch for your subscription renewal notice—there may be other special offerings for Nintendo Power fans!

PLEASE SEND US YOUR LETTERS!
If you have a question, or comment, write:
NINTENTO POWER-MAILBOX
P.O. Box 97033
Redmond, WA 98073-9733



TEENAGE MUTANT NINJA
TURTLES®
DONATELLO
Don is the strongest turtle, but he is also very slow.
MICHAELANGELO
Mike's Nunchuku works well against the smaller enemies.
AREA 1
RESCUE APRIL
HERE.



Ever since they were first mentioned in Pak Watch a few months ago, the Teenage Mutant Ninja Turtles have been a hot topic of conversation among NES players. We previewed the game in our last issue, and now we'll give you an in-depth look at the first three stages of Teenage Mutant Ninja Turtles-NES style.
RAPHAEL
His Sai is the quickest weapon, but does not have a long range.
LEONARDO
Leo's Katana gives you a balance of offensive power and good mobility.
AREA2
SAVE THE DAM
AREA3
The Turtles return to find their apartment ransacked and Master Splinter kidnapped by the Foot Clan. No rest for the weary, as the Turtles spring into action.
MASTER SPLINTER
R&© 1988 Mirage Studio, USA (Game by Ultra)



By utilizing the latest in scientific weaponry, Shredder has the evil Foot Clan on the verge of total world domination.

Giant Frog
Watch out for his tongue!

Fire Freak
Avoid the fire he spits.

Robo
This robot is tough on Turtles.

Chainsaw Maniac
His chainsaw is deadly.

The Meka Turtle (disguised)
He looks like the other Turtles.

Foot Soldier
A fighting machine.

Meka Turtle
The real Meka Turtle is even stronger!

SHREDDER
The evil leader of the Foot Clan holds the secret to returning Sprinter to human form.



The Foot Clan has kidnapped the lovely April, and they're holding her in one of the buildings surrounding the canals. This Area is fairly easy to get through, and will give you a chance to test the Four Turtles' abilities as they battle to rescue April.

Early in Area 1 you will run into Rocksteady. Try to get behind him and then use Donatello's Bo Stick.

Jump to avoid him or he'll charge right over you.

Watch out for Bibbop's machine gun and use either Leo or Don because they have better range.

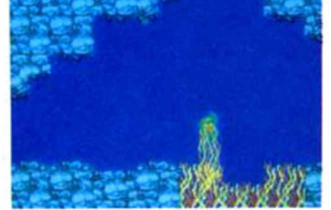
SAVE APRIL!

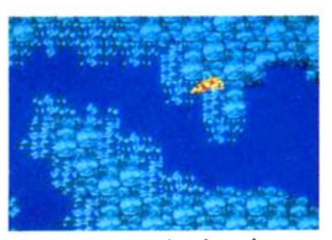
Area 2

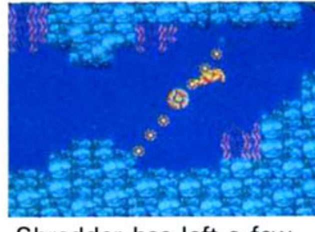
In Area 2, the Turtles must find and disarm eight bombs that have been placed in the water under the dam by Shredder. Time is short and there are plenty of underwater obstacles, so you'll have to hurry.

START

You only have 2 minutes and 20 seconds to disarm all eight bombs and there are lots of ways to take damage, so teamwork is a must.


Avoid the strong currents between the rocks.


This seaweed stings!


Shredder has left a few traps behind.



OK!

Area 3

The Turtles return home to find that Master Splinter has been kidnapped. To find him, the Turtles will have to equip their Party Wagon with missiles and blow up the barricades that divide the city.

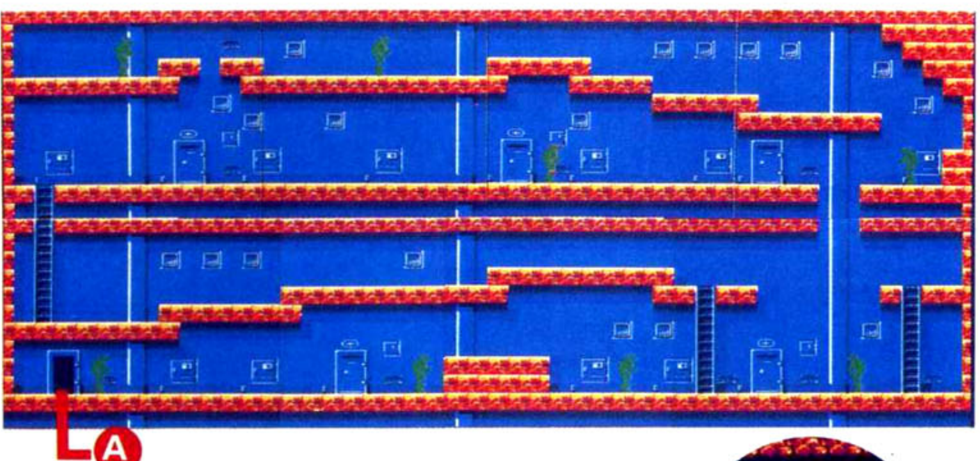


Shoot it out with the Roller Cars.

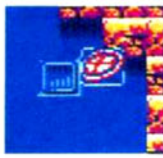
Blast the barricades.



This building is a good place to power up your Turtles with pizza. Also, on the top floor you will find missiles for the Party Wagon.







Go in and out of the building, getting pizza each time, until all four Turtles are at full strength.

MISSILES

To reach the highest left corner in Entrance A, locate yourself just right of the door at the level below and press A to jump up. Only at this spot can make the jump to the top. With practice you will not only get the missile but go on to capture a Whole Pizza.



Place your Turtle below the opening at this spot to jump.

At this point, push Up and Left with the controller.



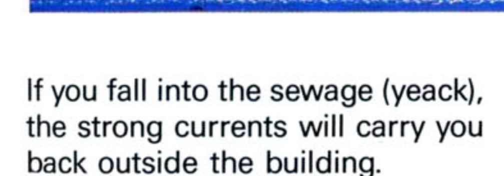
With lot of practice, your Turtle will land on his feet.

ENTRANCE B↔C

The Turtles must fight their way through the underground sewers beneath this building to capture the Scroll Weapon.

To make the difficult jumps in the sewers, swing your weapon while jumping to control the Turtle and make your landing easier.





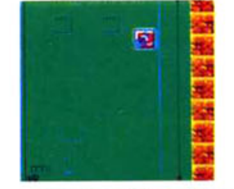
If you fall into the sewage (yeack), the strong currents will carry you back outside the building.





This building holds the most powerful weapon that a Turtle can use: The Scroll.

The Scroll weapon shoots a beam of energy across the screen that will defeat most of the enemies you encounter very easily. You can carry up to 99 Scrolls, so be sure to stock up.

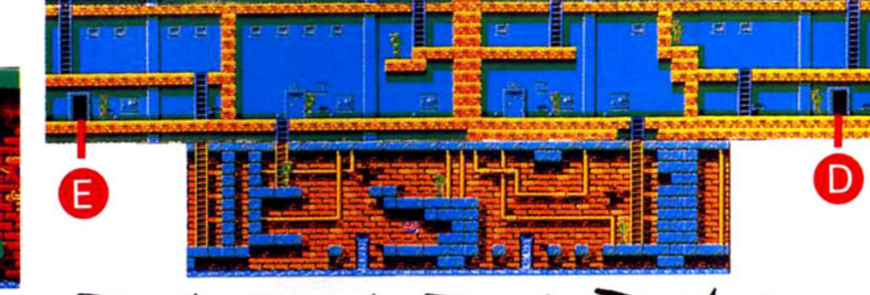


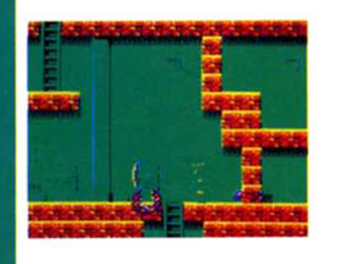




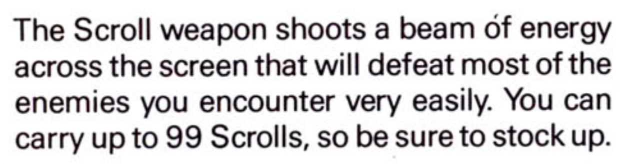
Use the Scroll for maximum results.

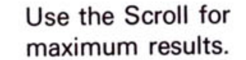












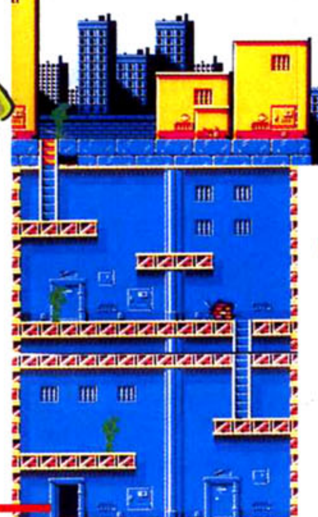


Your captured comrades can be regained in this building, and there is a half pizza on the second floor.



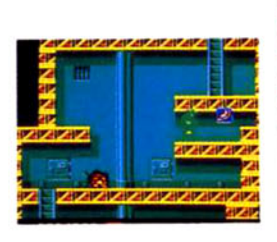
If one of your Turtles has been captured, you'll find him tied up in this building. He will return with full energy, but you can only rescue one Turtle.

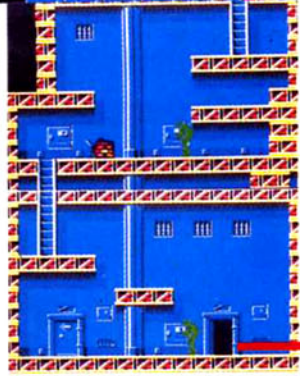




PIZZA

This is an excellent place to power up all four of your Turtles with pizza.



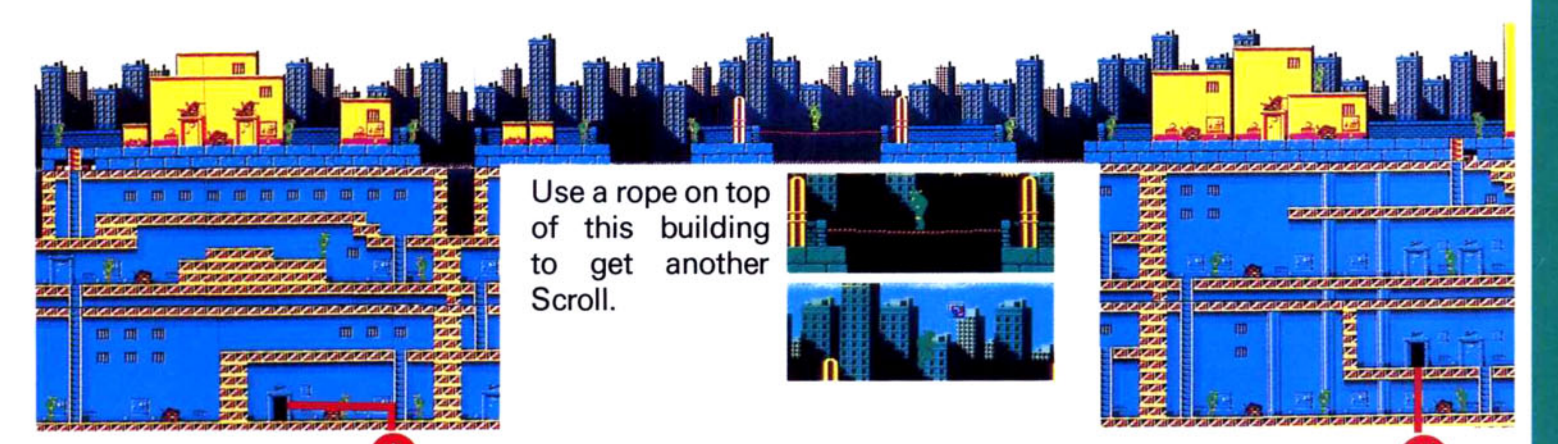




You will need to use the rope to get from rooftop to rooftop in this section.

Find the rope in any one of several buildings in Area 3.



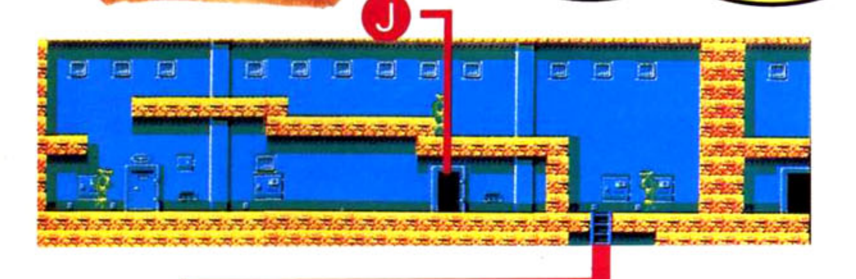


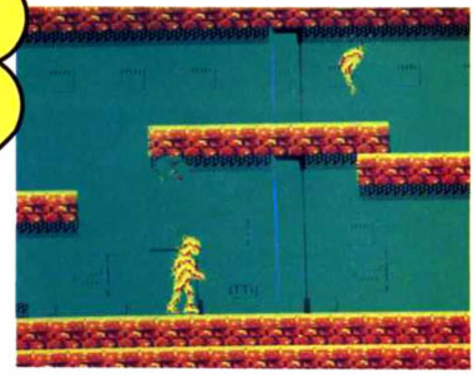
Use a rope on top of this building to get another Scroll.

ENTRANCE J↔K

The Turtles must now journey deep into the sewers that run beneath the city in their search to find Master Splinter.

It is a good idea to power up all four Turtles and have over 40 scrolls before braving the sewers.





Save energy by avoiding enemies instead of fighting everyone.

A series of jumps

The Turtles must jump from platform to platform, with enemies appearing just as they jump. One mistake, and the slimy current sewage will carry you back outside the building.



Use the Scroll in mid-air.



This whole pizza really helps.

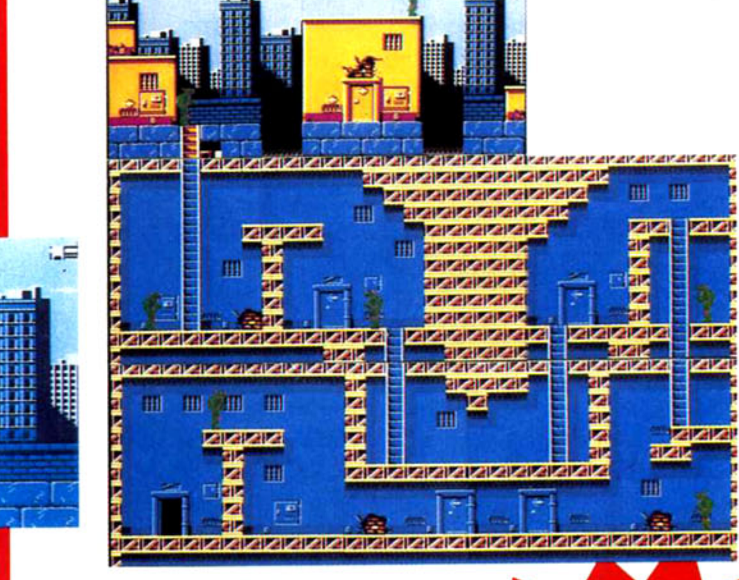




This is where you'll find Splinter, but finding him and rescuing him are two very different things indeed.

There's no turning back now!

Again, it makes sense to avoid the enemies and only fight when you have to. When you get to the roof move very carefully, as a fall from the rope will take you all the way back to Entrance J.





One false step and it's Turtle on the half shell!

Master! We found you!

Now the Turtles must defeat the dreaded Meka Turtle.

Meka Turtle is disguised to look just like you and Scrolls are useless against him, so you'll have to attack with regular weapons.



Use Don and Leo if you can.

If you succeed in wounding Meka Turtle, he will discard his disguise and start taking this fight seriously!



Will the real Meka Turtle please come forward?

Use the Scroll now!

Rescue Splinter

You have rescued Splinter, but this battle's far from over.





Even though you've finished the first three Areas, Shredder and his evil Foot Clan aren't beaten yet! Here's a quick look at what still awaits you.

Attack on the Airbase.

The Turtles must make their way through the tunnels under the Air Field in Area 4.

THE UNDERPASSES ARE NUMBERED. TARGET IS #18.

Watch out for the Fighter planes that drop bombs from above and work your way to Tunnel 18.

Technodrome awaits!

The Turtles will have to defeat the Technodrome in Area 5.

Avoid the enemy searchlight.

It's Shredder time!

The Turtles will eventually find Shredder and begin the final battle.

BEAT SHREDDER, OR PEACE WILL BE LOST. YOU CAN DO IT.

Surrounded!!!

Will the Turtles work together and defeat the maniacal Shredder, or will the criminal genius triumph once again?

LADIES AND GENTLEMEN, WELCOME TO THE FIRST ANNUAL

NINTENDO POWER AWARDS '88

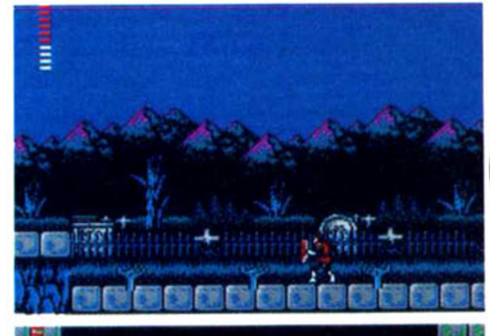
NESTER AWARDS

Welcome to the first annual Nintendo Power Awards or "Nesters" as we proudly call them. The purpose of the Nesters is to recognize special achievements in excellence in Nintendo Entertainment System games. Your votes are in, the ballots have been tabulated, and the results have been safely stored in our titanium vault until this very moment. And now, without further ado, we proudly present the winners of the first annual Nesters!

Best Graphics & Sound



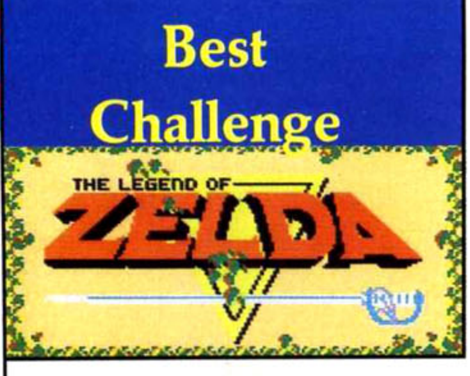






The Best Graphics and Sound Award goes to Simon's Quest. Its use of detailed foreboding backgrounds such as the mansions and graveyards, and eerie music combine to create a sense of mystery during the day and the haunting suspense and danger of the night.









The standout winner for Best Challenge is The Legend of Zelda, famous for its Lost Woods, labyrinth monsters, and the diabolical Gannon. After the problem solving mysteries and rigorous hazards, players are presented with even more challenges in the Second Quest.

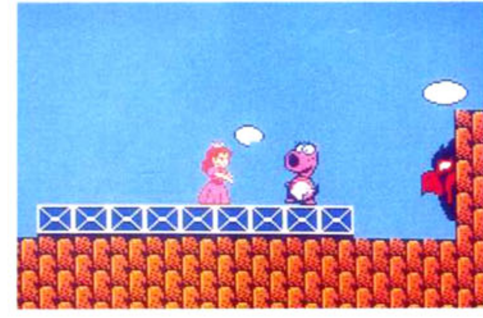




The landslide winner is Super Mario Bros. 2 with its many imaginative worlds of exotic creatures such as living bombs and bizarre birds. The story of the simple plumber saving the world of dreams has found a home in the hearts of players young and old alike.







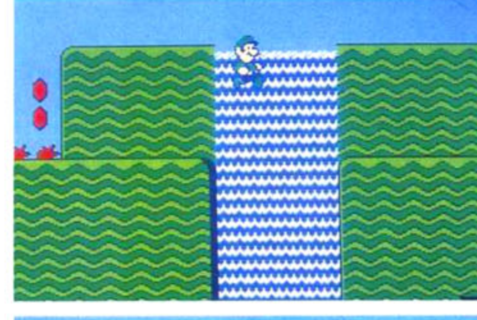




Best Play Control

SUPER MARIO BROS. 2







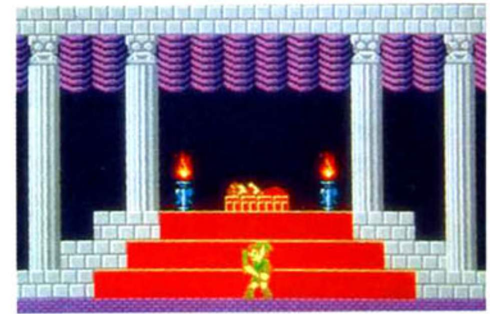
Once again the winner is Super Mario Bros. 2. Game play control is so responsive, that you almost feel you are the one jumping from cloud to cloud. Whether jumping, lifting, or throwing, SMB. 2 offers great variety in game play control with the four very different heroes.



Best Character







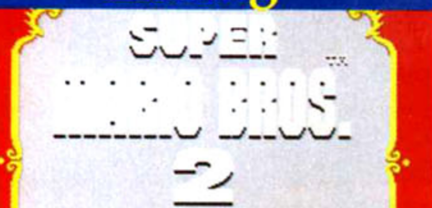




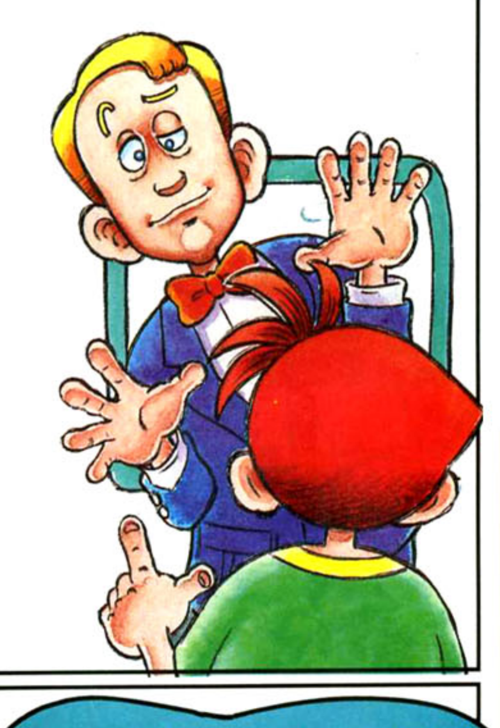
Best Ending









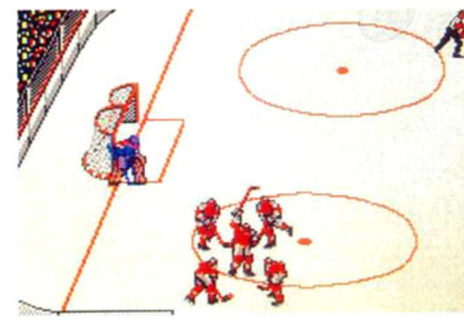


Best Player V.s. Player











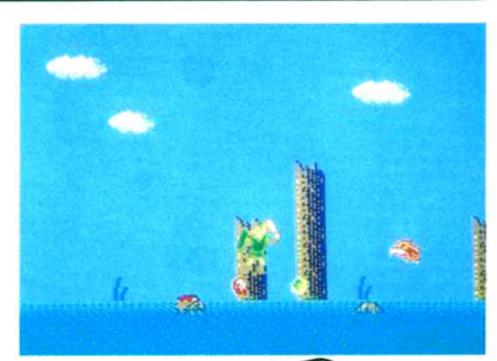
Overall

The prestigious Best Overall Video Game Award is presented to that video game which has distinguished itself by achieving high degrees of excellence in all areas and established itself as an industry standard of quality and merit.





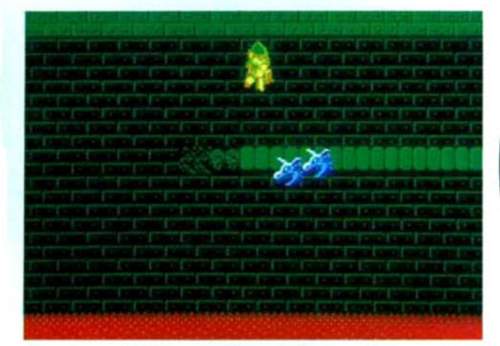
This year's award for Best Overall Video Game goes to Zelda II: The Adventure of Link. In just a short time, it has captured the hearts and imaginations of Power Players everywhere. Rich in story, theme, art, sound, game play, and composition, this epic quest has become a video game legend.



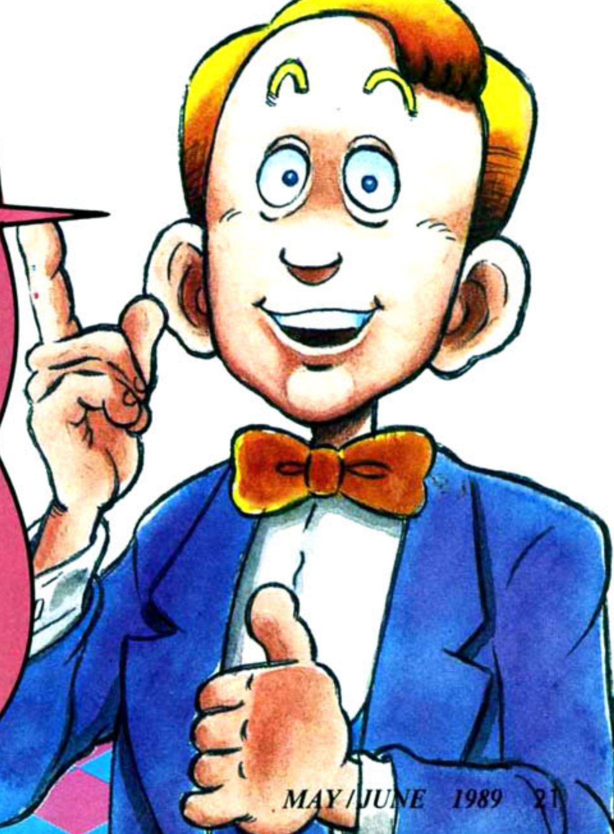








It should be noted that the voting was very close in many categories and all of the nominees should feel very proud. Their efforts are recognized and appreciated by Power Players throughout the land.




THE ADVENTURES OF
BAYOU BILLY
Gordon's carried Anabelle back to his Estate! Now Billy's out to get her back. Hang on to your hat, it's gonna be a rough ride!
TM of Konami, Inc.
STAGE 1
Keep a move on! This here's gator countr
Items appear on this screen
FOOD
Good grub for more energy!
KNIFE
It can reach the enemies your long arm can't.
WHIP
Good on enemies either up close or far away.
BULLETPROOF VEST
Against a gun, it's stayin' alive insurance.
GUN
You've very little ammo. Make your shots count.



With gators in the water, eagles in the sky, and Gordon's men all around, a fella could get to thinking he ain't wanted around here! Still, there's gotta be a way to get through. If you see still water and it starts bubbln', you ain't found no hot tub, you're about to find a gator! Keep moving, your hide ain't nothing but a meal to him! Gordon's men have an advantage being armed with rocks and knives, but it's not a big enough edge to stop Billy. A man big enough to fight a gator is big enough to stop these guys. One good swift kick and you'll knock the item right out of the goons' hands. Pick them up, now it's your turn to show them how to use them. No bridge over these troubled waters! Keep your eyeballs peeled for frogmen hiding just beneath the surface of still ponds. The Bulletproof Vest and the Gun are the strongest items, but don't forget the whip. A Vest will help against one big, mean dude Gordon left waiting for you, but he'll throw you like a rag doll if you don't watch what you're doing.



Shooting
Travelling into Stage 2, Billy's walked right into some of Gordon's goons just itchin' to bushwack him. Too many of them to use the whip, so you'll need your gun. They're quicker than a rabbit on the run, but they stop to fire at you. Hit them when they stop or when they're still in the trees.
One noisy metal buzzard! To move on you'll have to knock out this angry whirlybird as soon as it arrives.
STAGE 2
Keep track of your ammo. Try to hit the stars when you have a large number of enemies on the screen for the best effect.
Watch for the men hiding in the bushes. They ain't hunting ducks.
Items appear on this screen
FIRST AID KIT
Bandages that make you better.
CRASH STAR
Flattens all the enemies that are on the screen.
BULLETS
Give you an extra 50 rounds of ammunition.
HOUR GLASS
For a few seconds you will have an unlimited ammo supply.
BULLETPROOF VEST
Helps to keep you safe when enemies are firing at you.
1-UP ITEM
Gives you an extra Life.



STAGE 3

One of their weapons will make Billy a heap more powerful! The fur's really flying now!

This stage looks just like Stage 1 only it is much shorter. Enemies come in pairs, one from each side of the screen. If you can, snatch a weapon from one and use it to defeat them. Grab some grub if you start feeling weak.

Gordon put one of his biggest and meanest men right here at the end of the stage to stop Billy. Make sure that you don't turn your back on him as he'll use his Brain Buster on you. Once he's too close, you'll need a quick right to avoid a big hug.

STAGE 4·5

Squealing wheels and danger in Stage 4! You're getting closer but Gordon awaits, better hit the gas!

Nice thing about a 4×4, it doesn't matter if you're in the city or the country, you'll be truckin' through both. Hang on!

HELIFIGHTER!

These bladed buzzards are called Helifighters. Use your dynamite to drive them off or put them down.

Items apper on this screen

OIL
It will cause you to slide.

TIME DRUM
This blue-gray drum will increase your time.

OIL SLICK

Swerve around these hazards or they'll put you in the ditch.

ENEMY JEEP

If you can't knock it out don't run into it or you'll be sorry.

DRUMS PICK

Pick Drums up to gain time and life.

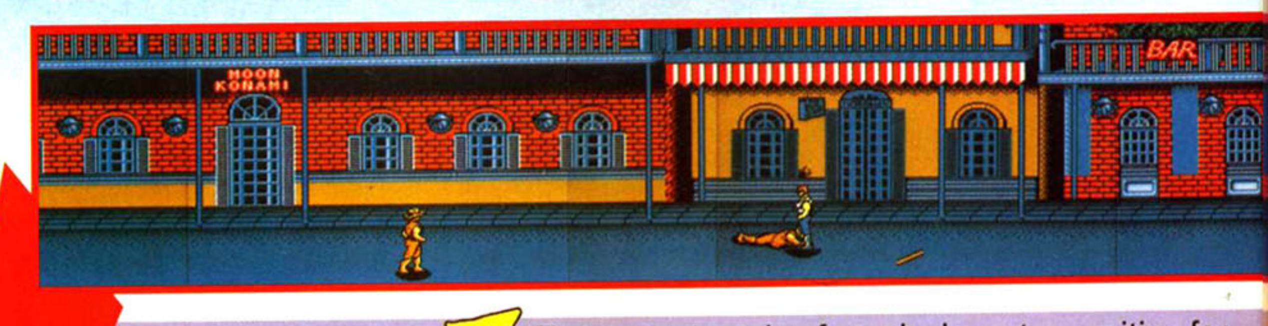
BOURBON ST.

You've made it into New Orleans and things are very hot in the city. This can be one of the toughest parts to get through as most of your enemies are better armed than you. Remember what your Daddy said and you can take out Gordon's men like taking out the trash.

1. ***Take and learn to use the whip. It is a very powerful item.***
2. ***Remember where the enemies appear in each screen to jump them.***
3. ***Don't let any enemies get too close.***

This is a scene you don't want to see, it's the Game Over screen. Better luck next time.

Keep a whip whenever you can. It's the weapon that Billy uses best. Lure your enemies in just close enough to get their weapons away from them and then use them. Bulletproof Vests are very common near the end of game. To defeat these enemies, you'll need to peel them out of their shells first!



Right about now Billy's starting to wonder just how many men Gordon has. Must not have been enough as you're almost to Gordon's Estate. Don't let yourself get too confident, there are still some powerful enemies ahead. Do you remember your tips?

STAGE 7

There are a couple of rough characters waiting for you here at the end of Stage 7. Remember where they first appear.

Beware of enemies that are hiding in the windows and under the manhole covers. Watch for a man on a motorcycle, he has an item you want.

The gateway to Gordon's Estate!



Once again you'll need to take items away from some of Gordon's men, and almost every one is armed to the teeth. Use your Jump Kicks to disarm them, then let 'em have it!

STAGE 6

The enemies with the swinging chains will flash red before they swing them at you. Few enemies near the end of the game are without weapons so expect to be hit from far away.

STAGE 8

Once inside the Estate you will have to face the trainer and his guard dogs. You'll have to work your way through the dogs to the trainer.

STAGE 9

Inside the Estate waits Gordon with a mysterious guard nearby. It will be the end of a long hard road, and if you're not ready, it will be a quick end. Annabelle is still counting on you. So wipe the sweat off your brow, and roll your sleeves up because this one's not over yet!

COBRA Triangle™

More than a race, more than an obstacle course, and more than a fight to defeat gigantic sea monsters, Cobra Triangle is all of this in one exciting action game! Shore batteries surround you. Whirlpools try to sink you. Only your pilot skills can save you! Give it your best shot in this wave-jumping, water-spraying boat chase that will keep you entertained for hours on end. Check it out!

POWER-UP

●TURBO



Gives you better cutting ability in those power turns.

●FIRE



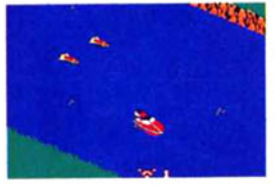
Rapid fire ability to make this baby a mechanical barracuda.

●SPEED



A few extra horsies under the hood to get you out of a pinch.

●MISSILE



When push comes to shove, this weapon can't be beat.

●FORCE



A few seconds of invincibility to ease the rough spots.

You can keep increasing the power level of any option. Try to get a couple of Speeds and Turbos and about three levels of Missile for one bad boat.





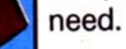
STAGE 2:

PODS & ITEMS



Moves the power scale by one unit. It's great for when you're close to what you want.





Slides the power scale by two. Watch it if you're right next to the item you need.



This could be either a 1-Pod, 2-Pod, or a 1-Up. As to which, it's the luck of the draw.

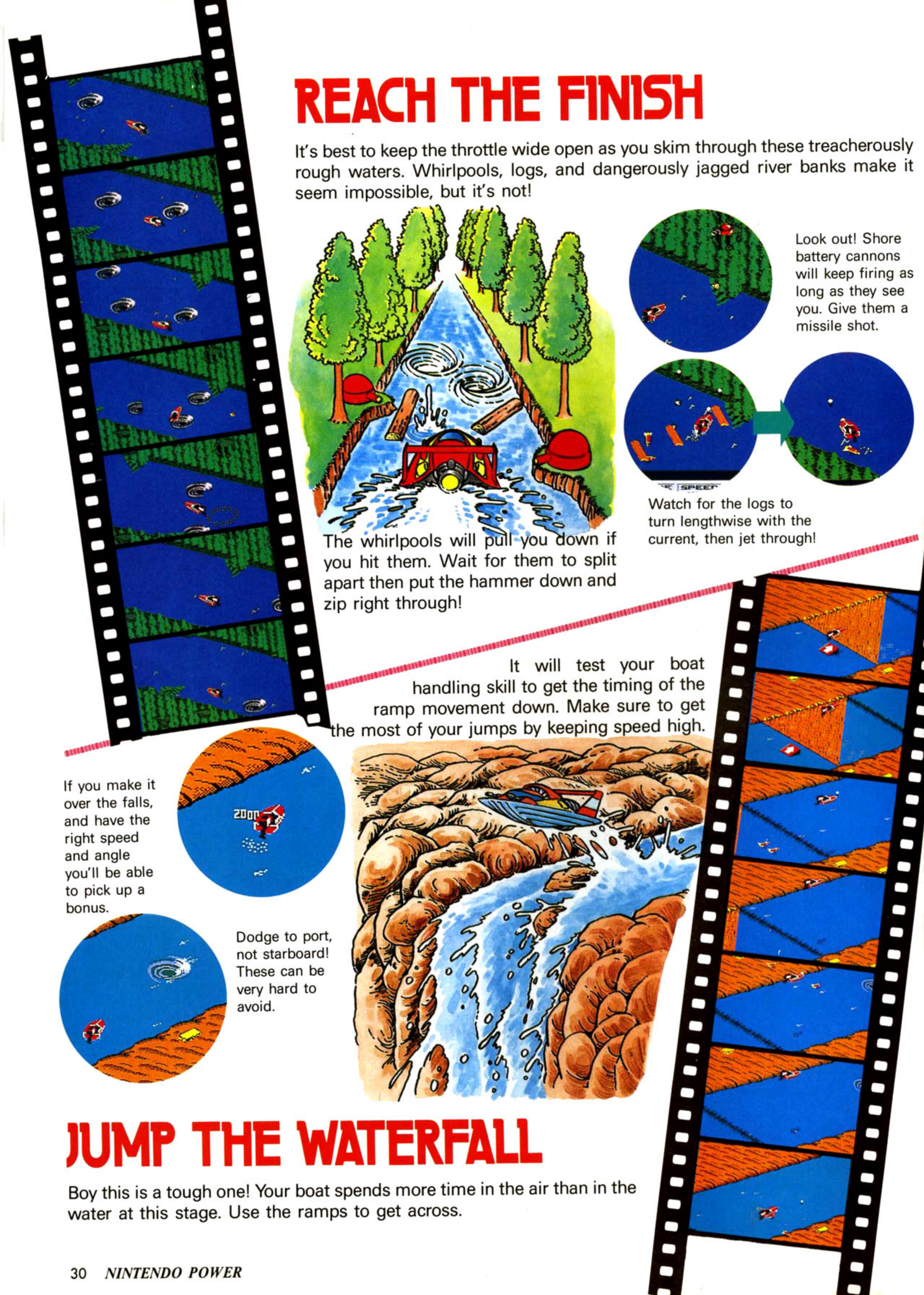


We've seen this one before! Good for one more of those devastating Cobra boats.



Once you've decided to power-up a certain item you can't change your mind. Check your item display and see which is lit before you select.

COLLECT PODS



REACH THE FINISH

It's best to keep the throttle wide open as you skim through these treacherously rough waters. Whirlpools, logs, and dangerously jagged river banks make it seem impossible, but it's not!

Look out! Shore battery cannons will keep firing as long as they see you. Give them a missile shot.

Watch for the logs to turn lengthwise with the current, then jet through!

The whirlpools will pull you down if you hit them. Wait for them to split apart then put the hammer down and zip right through!

It will test your boat handling skill to get the timing of the ramp movement down. Make sure to get the most of your jumps by keeping speed high.

If you make it over the falls, and have the right speed and angle you'll be able to pick up a bonus.

Dodge to port, not starboard! These can be very hard to avoid.

JUMP THE WATERFALL

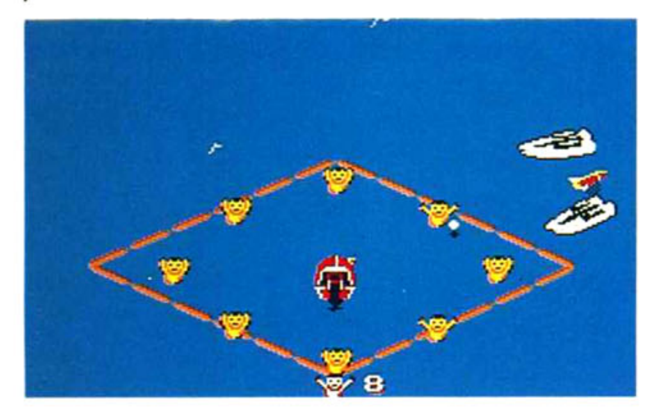
Boy this is a tough one! Your boat spends more time in the air than in the water at this stage. Use the ramps to get across.

COBRA Triangle™

GUARD THE PEOPLE

Enemy boats try to zip in and snatch people from inside the ropes. Rapid fire and high level missiles will stop 'em cold.

If you work your missiles up to full strength you'll be able to sit still and fire like this.



You'll have to knock out the enemy to bring your man home.



If you're hit by the UFO you'll be a sitting duck for a moment, so get him first!

DISPOSE OF MINES

It takes a speedy boat to run away with the mines. Try second or third level speed to give you an edge getting to the detonation area.



You can't defeat the enemies with the mines.



Unless you knock out the cannons early, they'll sink your bones to Davy Jones!







The stage is finished when you've disposed of all the mines. Good luck!

BEAT THE MONSTER

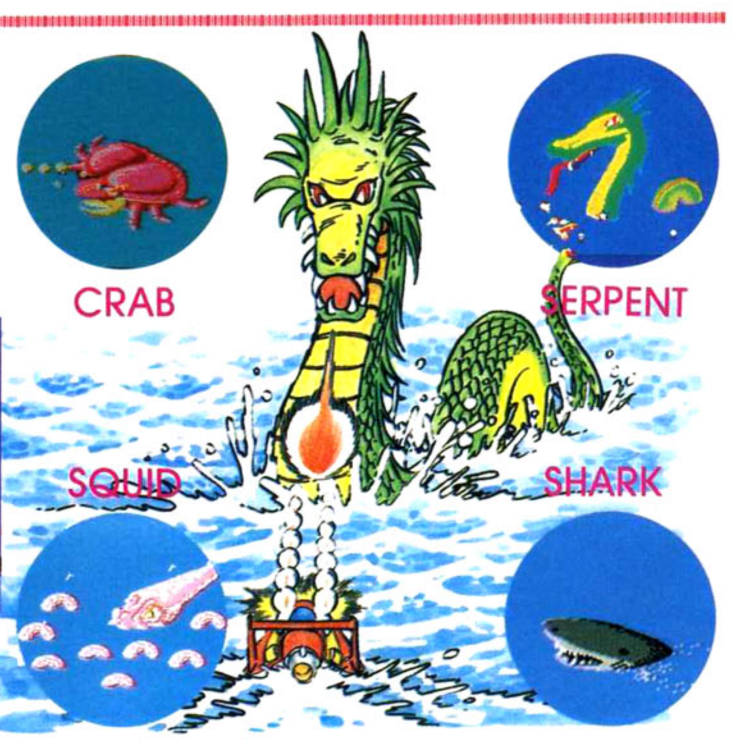
Out in the clear blue ocean, terrible monsters lurk, waiting for a tasty little boat to come along. You'll have to beat them to escape.



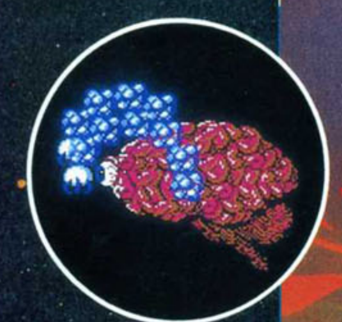
Whoa! Weave around his shots, use your Turbo Fire.



This stage is easiest if you've got high powered missiles!



LIFE FORCE™













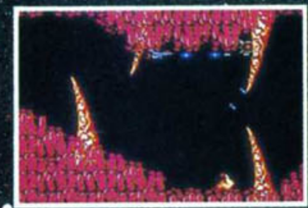


CELL STAGE I

This game is more challenging than we indicated in our review a few issues ago. So, by popular demand, here are more insights into the worlds of Zelos. In the first stage, the Vic Viper encounters rapidly growing cells, floating particles and other alien objects.

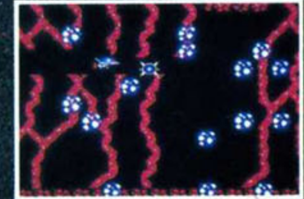
Watch for hidden bonuses!

5000 Points



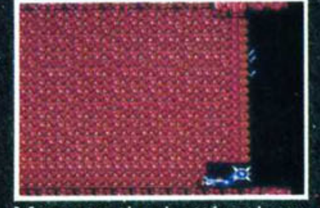
It's right of the 2nd ship.

1-Up



Stay on the top.

1-Up



Move to the bottom here.

5000 Points



Search here on the top.

VOLCANIC STAGE



The viewpoint changes in this stage but the mission continues. Exploding rocks and volcanic debris come at you at high speeds. Dodge these destructive elements, eliminate what you can, and then meet the evil Intruder.

Extra ships and bonus points!

5000 Points



Look on the right side.

5000 Points



Choose the left side.

1-Up

Find this just before the final enemy.

5000 Points



Stay in the center here.

5000 Points



Look left of the 1-Up.

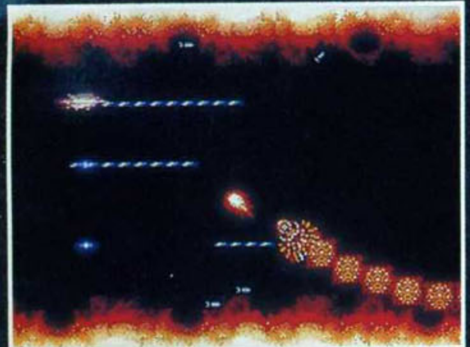
PROMINENCE STAGE



The menacing Phoenix, Spit Balls and Fire Spheres make this stage incredibly challenging for the Vic Viper. Be careful and take out as many enemies as you can.

Take on the Cruiser Tetron!

The Cruiser Tetron breathes fire. Aim for the head and use Options!

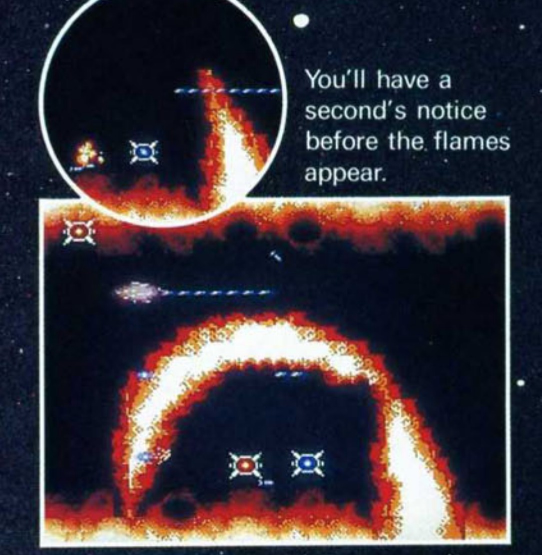


Go for the head of the Cruiser Tetron and avoid the fire.



Watch for waves of flame!

The waves of this fiery sea are indestructable. Move either above or below as soon as you can.



You'll have a second's notice before the flames appear.

Extra points and ships!

5000 Points



This bonus is very close to the 2nd flame.

1-Up



You'll find this one just right of the 5th flame.

5000 Points



After the 9th flame.

5000 Points



Near the 10th flame.

CELL STAGE II

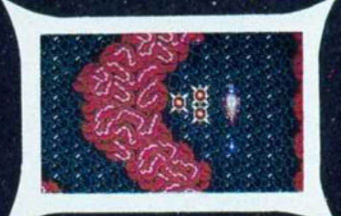
The action starts to really speed up halfway through this stage. Don't blink or your ship will careen into the walls of the narrow passage. Also, get ready for the amazing Giga!

Build up your weapons!

Power Capsules are abundant here. Collect as many as you can for a supercharged ship.



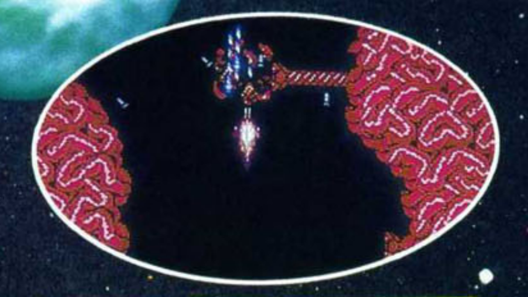
Stay centered and close to the bottom of the screen.



Capsules will be close to the center of the screen.

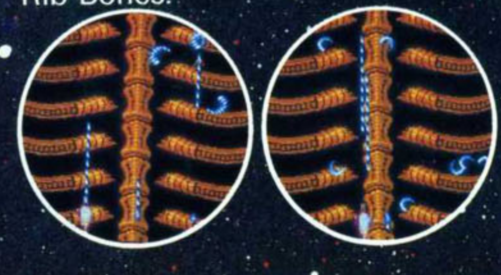
Destroy the Zakron!

If you get too close to this nest of cells before destroying it, the cells will escape!



Beware of the Rib Bones!

Stay at the bottom of the screen and avoid the laser attack of the Rib Bones.



Defeat Giga!

The skull-like Giga has a weak spot in his mouth. Avoid the occasional fire that he spits forth and aim for the jaw.



Get the Options and spread them apart for wide fire.



Take out the eyes with Options.



Giga won't be able to see you.

PALACE STAGE

A large number of moving objects and a lot of enemy fire make the ancient palace of the Star Lattice a challenging stage. Extra speed and quick manuevering are important here.

LIFE FORCE

Destroy the Energy Dome!

This small hill looks just like part of the landscape, but wait! Move far to the left and fire as quickly as you can.

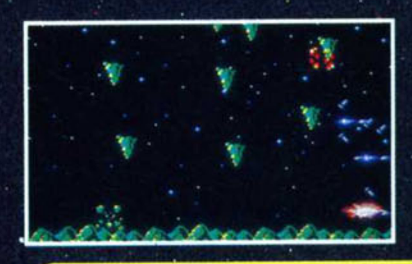


Don't stay in the middle here. You won't make it.

Get close to the wall and destroy the Dome.

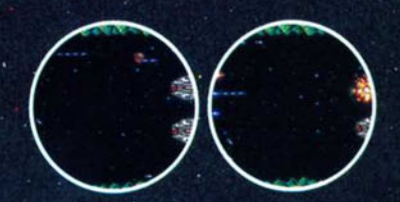
Avoid the Icicles!

There are a lot of Icicles here! Try to manuever to the lower right corner and find a safe spot.



Here come the Crashbombs!

You'll have to defeat these three ships before you can move on.



Tutankhamanattack!

This ancient creature is difficult to defeat because of his indestructible force field. Don't give up and go for the eyes.



When its color changes, focus your fire on his eyes.

MECHANICAL STAGE

This stage lies in the heart of Zelos! First you'll encounter Crystal Balls. Later, the huge floating Amkarkhand Heads will add extra challenge to this already difficult stage.

Speed up!

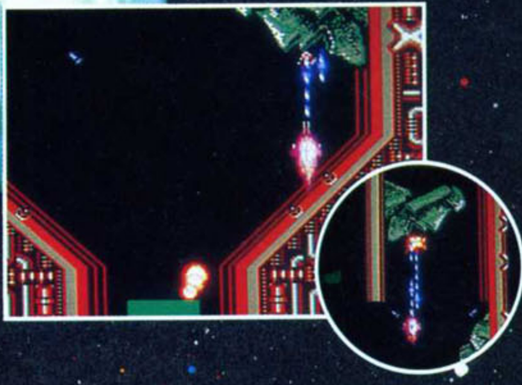
Enemies move very fast in this last stage. Speed is important. Use Missiles to defeat the enemies on the side..



Use speed here to avoid the enemies.

Aim for the mouths!

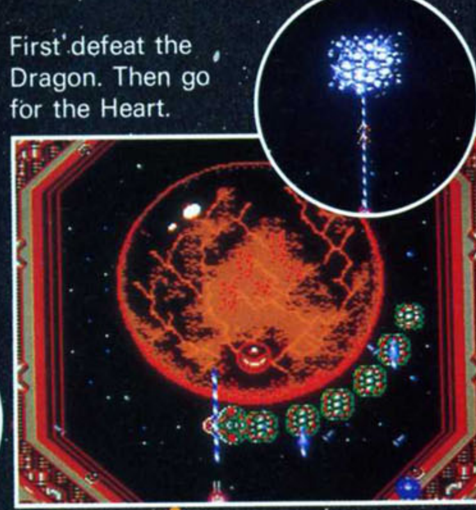
Fire at the mouths of the Amarkhand Heads as soon as they open.



Defeat the Dragon!

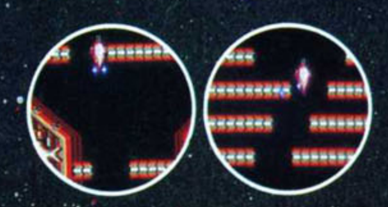
You won't be able to beat the heart and soul of Zelos until you take on the Dragon that is protecting it. After you defeat the Dragon, fire at the eye of this huge enemy.

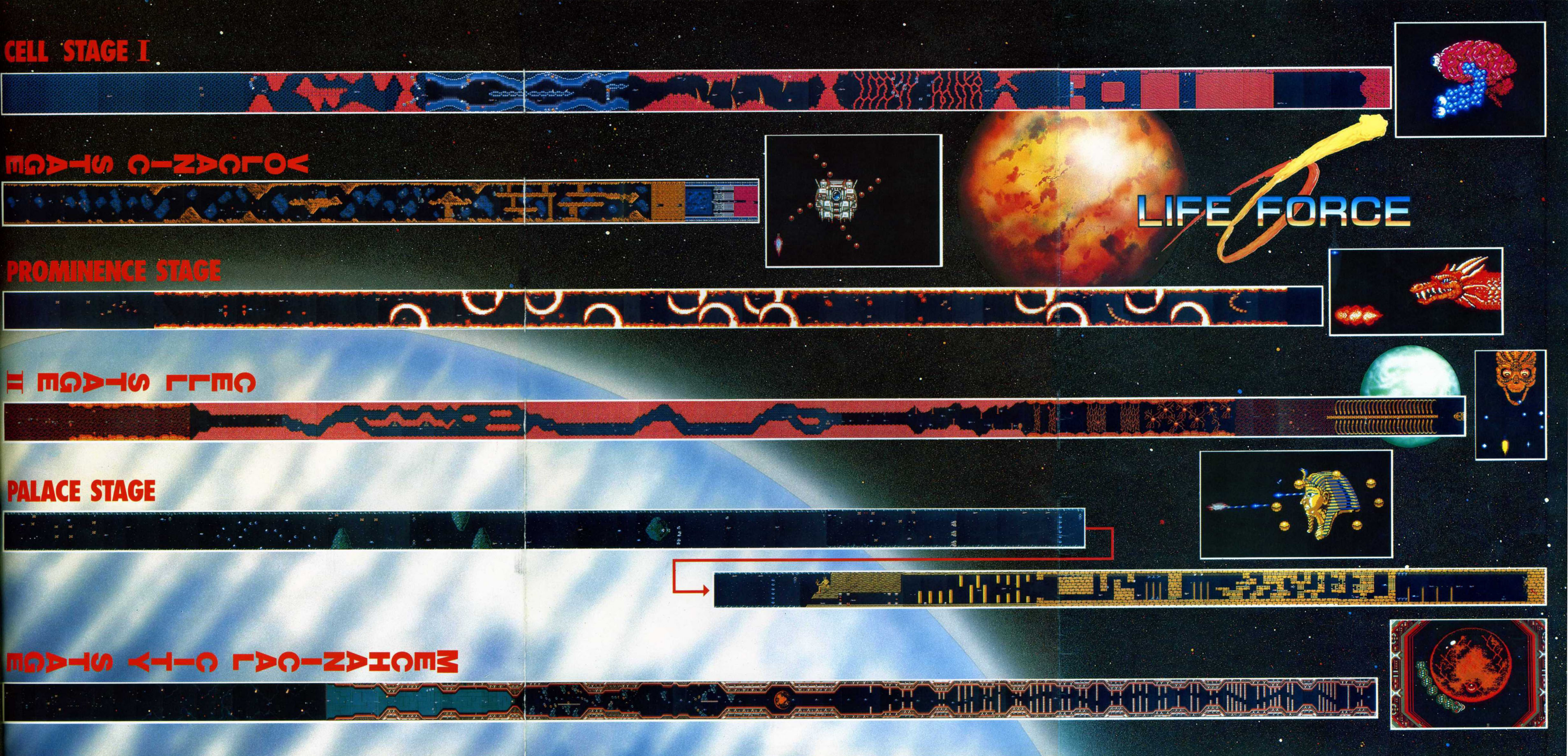
First defeat the Dragon. Then go for the Heart.



Get out, quick!

Once you have defeated the last enemy, make your escape with some ace flying.




CELL STAGE I
VOLCANIC STAGE
LIFE FORCE
PROMINENCE STAGE
CELL STAGE II
PALACE STAGE
MECHANICAL CITY STAGE

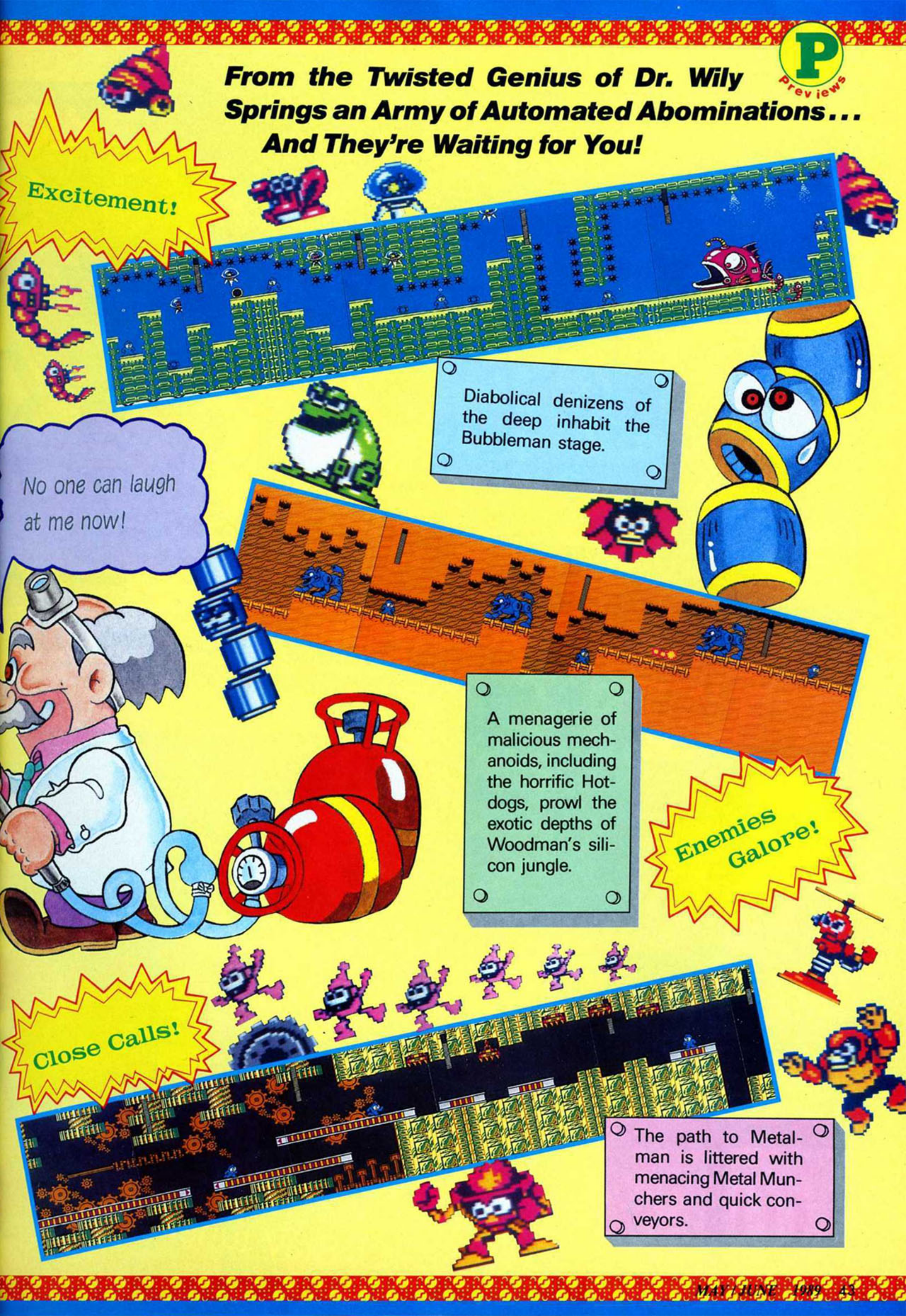


MEGA MAN II™
NINTENDO POWER™



Previews
Starting off the Preview Section this issue is Capcom's hot new Mega Man II. It features super sound, spectacular graphics, and great game play. You'll love it!
5 NEW TITLES
•MEGA MAN II
•FAXANADU
•UNCLE FESTER'S QUEST
•CLASH AT DEMONHEAD
•DRAGON WARRIOR
Deep within the contorted catacombs of Skull Castle, a sinister plot is being hatched, a plot whose evil could only be devised by one man, the insidious Dr. Wily.
What terrible schemes has Dr. Wily devised in his secret underground lab?
MEGA MAN II
TM
HEH HEH
CARROT BOMBS


Danger!
The corridors of Flashman's icy den will cause intruders to lose control.
Dr.
One touch of these Force Beams spells doom for intruders in Quickman's lair.
Hair Raising Thrills!
These awesome Air Tikis are agents of Airman.



From the Twisted Genius of Dr. Wily Springs an Army of Automated Abominations . . . And They're Waiting for You!

Diabolical denizens of the deep inhabit the Bubbleman stage.

A menagerie of malicious mechanoids, including the horrific Hotdogs, prowl the exotic depths of Woodman's silicon jungle.

The path to Metalman is littered with menacing Metal Munchers and quick conveyors.


What!?
No! Not you!
Hiya Doc! I heard about what you're up to and I've decided to pay you and your goons a little visit. See you soon!
Go ahead. Your defeat will be frosting on the cake of victory, my victory!
Dr.
Will Dr. Wily succeed with his plans for world conquest? Will Mega Man be able to face the devastating power of the Wily-Force?
What perils await Mega Man on the road to his showdown with Dr. Wily?
And what of Mega Man's creator Dr. Light?
POWER METER
PLAYER METER
Graphics & Sound
Play Control
Challenge
Theme, Fun
Stay tuned for . . .



STORY

Far in the mist-shrouded past, the Elven town of Eolis enjoyed a peaceful existence under the shade of the magical World Tree. One day, their woodland surroundings were suddenly shattered when a shower of meteorites hit the World Tree! The Demon King, who was hibernating deep in the Underworld, awoke from his slumber. He sent his evil minions to the Earth's surface where they caused havok and destruction. The life-giving Elven fountains began drying up. To restore peace to the world, a perilous quest through the gigantic World Tree must be made. Armed with courage and youthful vigor, you have been chosen as the Hero to make this dangerous journey!

Visit the towns of the World Tree.

Faxanadu is a challenging new fantasy role playing game from Nintendo. As the hero, you will require great strength and power to defeat the bizzare creatures invading the World Tree. You must ask questions of all those you meet, as the mysteries of the World Tree are impossible to solve without clues and knowledge which are vital to your quest. These two features make Faxanadu challenging for any adventurer.

Skillful swordsmanship and shrewd spellcasting will enable you to triumph over many strange creatures.

Sword or sorcery, the choice is yours. Wise utilization of both is important to overcome your foes.

GURU



You need peace of mind. I will meditate with you.

In addition to bestowing titles, the Gurus also offer Mantras. Mantras are useful to you in continuing your quest.

FOOD SHOP

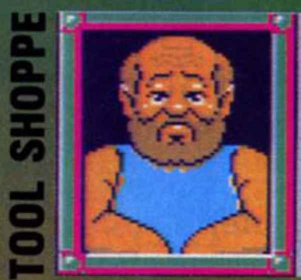


Sells delicious meat. Try some!



Man-sized monsters are best vanquished using your sword.

TOOL SHOPPE



Buy a variety of useful items here.

KEY SHOP

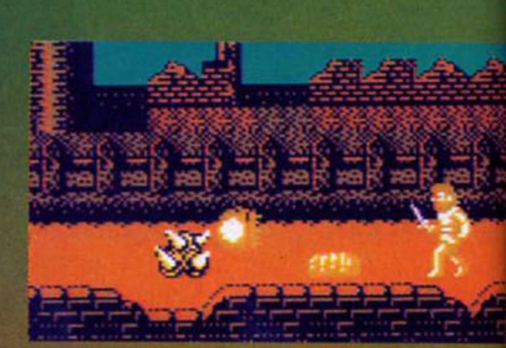


This shady character sells magic keys.

DOCTOR



The friendly Doctor heals your wounds.



Magic easily overwhelms smaller foes, or those that are evasive.

KING



The King gives you valuable gold.

SWORDSMAN

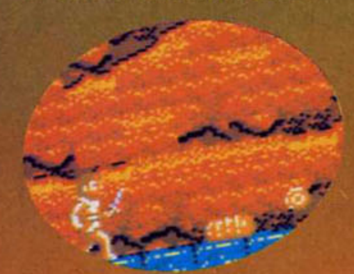


A martial artist, he teaches fighting.

MAGICIAN



He instructs you in the ways of magic.



Bread or gold is the prize for conquering some enemies.

The ranks of power.

As you defeat the followers of the Demon King, you will gain Experience points. The Gurus bestow these prestigious ranks to you when you are deemed worthy. With higher rank comes greater power, and greater responsibility.

RANK	EXP	RANK	EXP	RANK	EXP
NOVICE	0~1000	CHEVALIER	~8000	MYRMIDON	~26000
ASPIRANT	~2200	VETERAN	~10000	CHAMPION	~30000
BATTLER	~3500	WARRIOR	~12500	SUPER HERO	~35000
FIGHTER	~4800	HERO	~18000	PALADIN	~45000
ADEPT	~6200	SOLDIER	~22000	LORD	+45000

These items of great power make your adventure possible.

Hand Dagger



The weakest and cheapest weapon.

Long Sword



Improves reach and striking power.

Giant Blade



Its three-pronged blade is deadly.

Dragon Slayer



The powerful sword of lore.

Leather Armor



The Hero begins wearing this.

Studded Mail



Provides attack protection.

Full Plate



A metal jacket for better defense.

Battle Suit



The ultimate suit of combat armor.

Small Shield



Defends you from magical attacks.

Large Shield



Better protection from hostile spells.

Magic Shield



Blocks most of the enemy's magic.

Battle Helmet



The strongest defense against magic.

You will encounter strong and fearsome enemies. If you do not buy increasingly durable armor and mightier weaponry, your chances of surviving will be slim.



Deluge

A useful bolt of magical force.

Fire



The flame of truth repels evil.

Thunder



A mystical thunderclap.

Death



This spell is as lethal as its name.

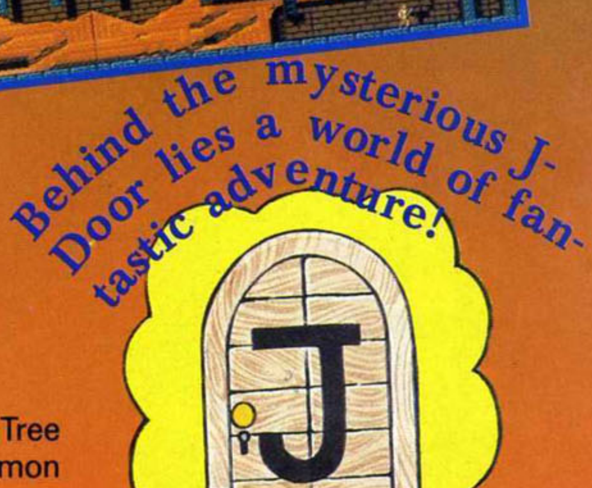
Tilt



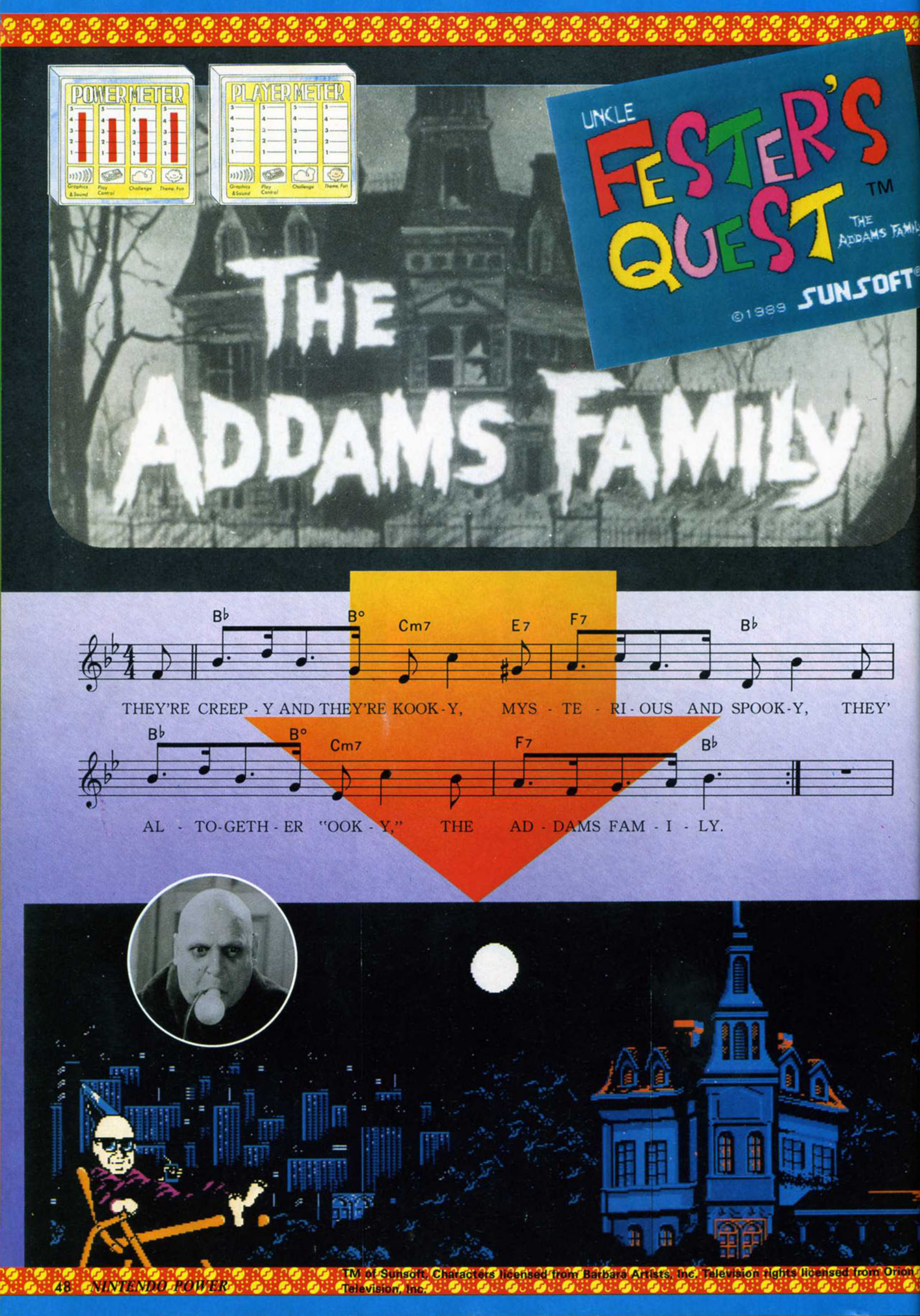
Use this against the mightiest enemies.

Gold cannot buy the most priceless weapons of great power. They must be earned in mortal combat or found in hidden places.

Once you leave Eolis, you can not return until you complete your quest.



You bear the hopes of all your people. Your journey through the World Tree will be long and hazardous. With luck and skill, you will defeat the Demon King and bring peace to the world.


POWER METER
PLAYER METER
Graphics & Sound
Play Control
Challenge
Theme, Fun
UNCLE
FESTER'S QUEST
TM
THE ADDAMS FAMILY
©1989 SUNSOFT®
THE ADDAMS FAMILY
Bb B° Cm7 E7 F7 Bb
THEY'RE CREEP - Y AND THEY'RE KOOK - Y, MYS - TE - RI - OUS AND SPOOK - Y, THEY'
Bb B° Cm7 F7 Bb
AL - TO-GETH - ER "OOK - Y," THE AD - DAMS FAM - I - LY.

UNCLE FESTER IS BACK!

Wacky Uncle Fester, of the old TV series, "The Addams Family," is headed your way in a bizarre quest. He's trying to stop an invasion of weird aliens out to conquer the Earth (starting with Uncle Fester's neighborhood). On hand are some cool background graphics and a happening sound track, along with the zany Addams Family characters.

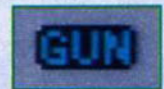
Gadzooks! A UFO! Check out the look on Fester's kisser.

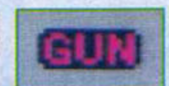
Defeat the aliens with Fester's ever-changing gun.





"Ketchup" to the dollar signs to spend at the hot dog stands and "relish" the energy. Use light bulbs to brighten the underground and keys to open doors.





Grab the blue "GUN" symbols to increase gun strength. A red "GUN" decreases.





The "WHIP" symbols work like the "GUN"s. Blues increase. Reds sap your zap.

To begin, you should move through the streets and get guns and special items by destroying the annoying little aliens. Once destoyed, some aliens will turn into firepower and special items. Grab these and you'll build your weapon strength and inventory. Increasing your firepower to the maximum will make it easier to advance.

FIND FAMILY SUPPORT

Fester will have to search the city to find his unique family. He'll need the special items that only they can give him.



GUIDE FESTER THROUGH THREE AREAS!

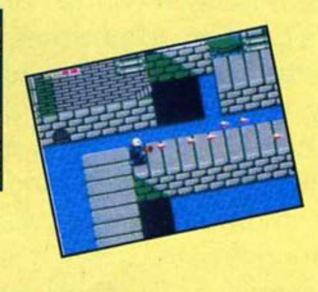
ABOVE GROUND

Your way will be blocked with various obstacles. Find the stairways which lead to the underground and use them to get to places you couldn't reach before.



UNDERGROUND

The dark underground passageways will allow you to reach the above ground locations, but Fester's shiny head won't light the way, so bring a light bulb.

"IN-HOUSE 3-D

Fester will have to go through some buildings to complete his quest. The inside of the house is in 3-D perspective (like "Golgo 13"), so make a map or your frustration will "Fester."



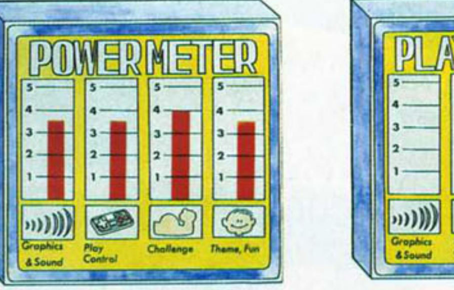
Will this door lead to the outside . . . or SOMETHING ELSE?!?!

Make a map of this and other areas. You'll be glad you did.



Clash at Demonhead™

Vic Tokai casts a long arm into the future and pulls back a winner!





At the beach for some R&R...

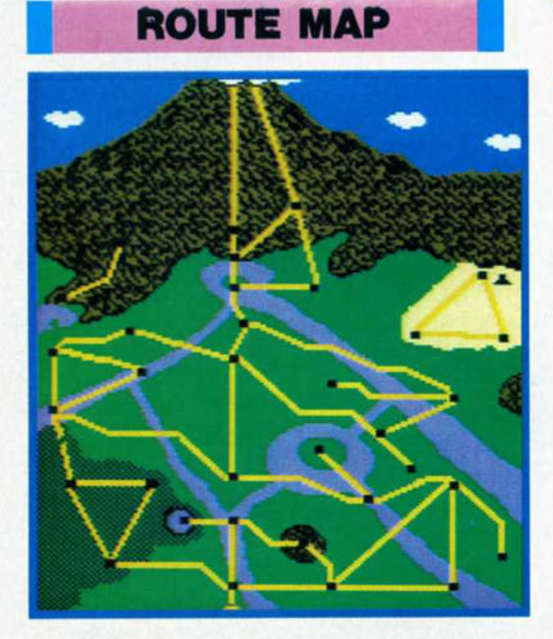


Suddenly from headquarters



Whoa! It must be real important for headquarters to call while this dude's out catch'n some rays, and it is. Seems Professor Plum, the guy who invented the Doomsday Bomb has been kidnapped. Serious stuff. They sent Joe out to find him and he must have, 'cause now he's missing too. Now they're sending in the first string, but with very little to go on.

ROUTE MAP



STORY

In 199X, the world ran into trouble when a bunch of no-goods called the Lawbreakers kidnapped a scientist capable of building a bomb big enough to make nobody a winner. Someone's got to try to stop them, but are the Tigers really ready? Bang is their best agent and if you can pull him off the beach you just may be able to find your way through these twisting, madhouse pathways in quest of the secrets at Demonhead.

Clash at Demonhead uses both horizontal and vertical scroll in its action play.

Most of the scrolling in the game is horizontal although many key points scroll vertically. You'll have to search carefully as many paths are well hidden. Sometimes you may have to approach a path from the opposite direction to pass. Thirty different travel routes give you plenty of choices!

Knock out an enemy to get an item!

At key points, you will need to get a special item to pass a particular section and it may require that you defeat a unknown enemy to get it. Most of the time though you'll find the items in the travelling store.

Heart



Replaces one block of lost life.

Apple



You'll gain one apple.

Money



Great for buying things!

Gold



Hey, this is worth a lot!



As you move horizontally enemies can appear very suddenly. It's best to be ready for trouble at any time.



As you move vertically, sometimes it's best to just jump up, and for others it's best to climb the walls.

You must find and defeat the seven mini bosses hidden in the maze of pathways before going to Demonhead!

Tom Guycot



his Lawbreaker ppears more han once in the ame. omewhere he as a hidden ideout that u'll need to nd.

Mush

He breaks off pieces of himself and turns them into bombs. Maybe if you last long enough he'll be gone, or will he?

Max

Every time you hit him he gets bigger. How to defeat him is up to you. While you're planning your next move, watch what he's throwing.

Gazh





The motorcycle monster! When his horn is fired on he'll go berserk. Use some quick dodging or you'll get flamed out!

Pandar



There's a white one and a black one. The time to be scared is when they come together to attack. Stand by for a powerful tag team!

Shark

Where do you stand? This minnow minded monster uses a time machine to warp around the room. Is any place safe?

Bopper



This guy moves around like Gazh but don't look for him to fire, watch his bike. Better look for a fire extinguisher!

Buy the items you think you'll need in the shops.



If you find and rescue the Hermit he'll teach you to use the Force!

You'll need a powerful weapon to take on the seven Governors and the Force is it! To get the Force you must find the Hermit. The Force will not work unless you have the Hermit Apples. The number of Hermit Apples determines which of the Five Forces you can use.



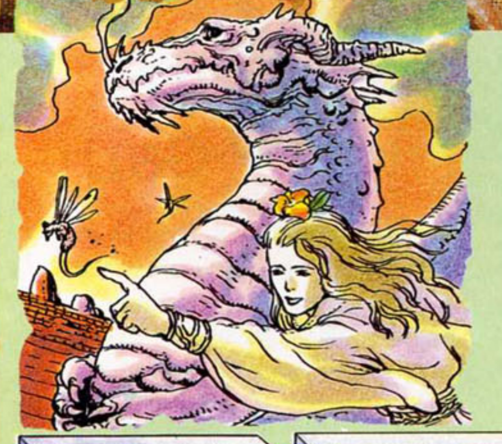
DRAGON WARRIOR™

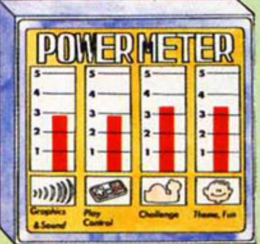
Coming Soon to the NES!

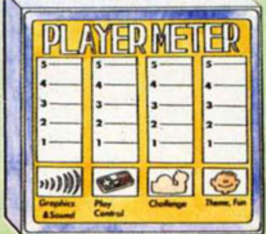
Prepare yourself . . .

A story of unprecedented depth is about to unfold before you. The first game in the Dragon Warrior series is arriving.

. . . Long, long ago it is said dragons and men lived in harmony. In those ages, dragons and men alike trained themselves in the art of magic. But this magic also served as a catalyst for the growth of evil. One such soul, a dragon from Charlock, would blacken the pages of history and change the world for all time . . .

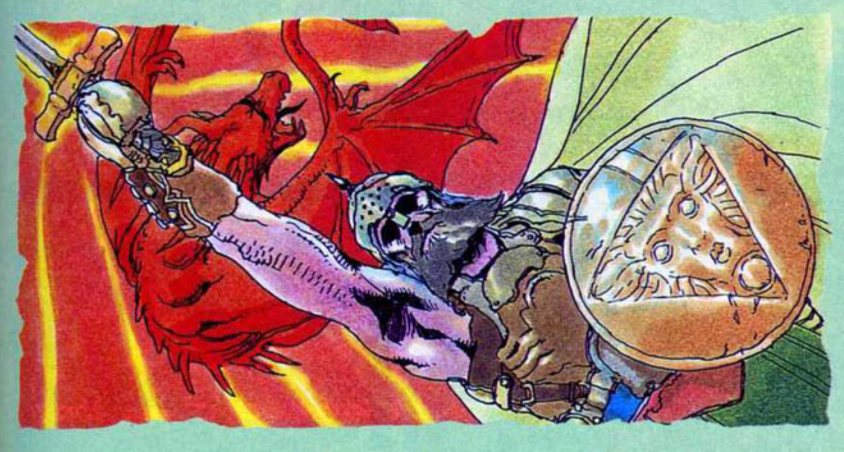


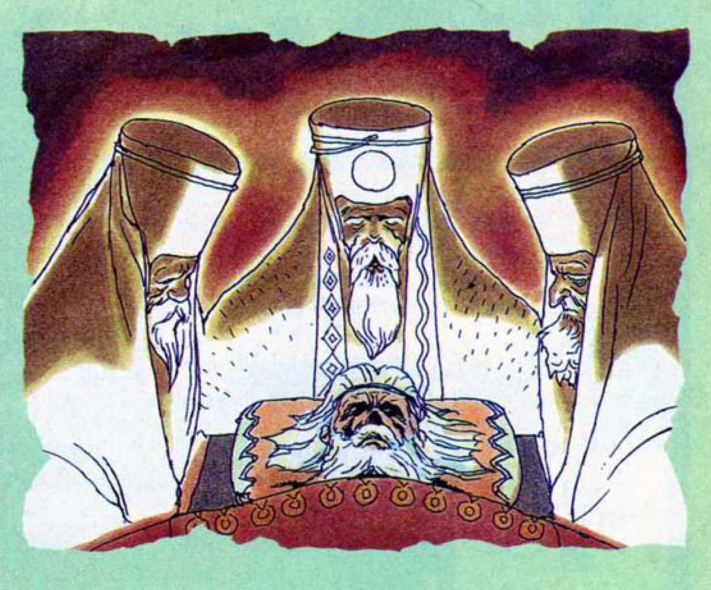




When the dragon from Charlock learned the secrets of magic his soul turned dark. He sought unlimited power and destruction. Even the bravest of man or dragon would dare only whisper the name of the "Dragon-lord". Erdrick was one such brave man.

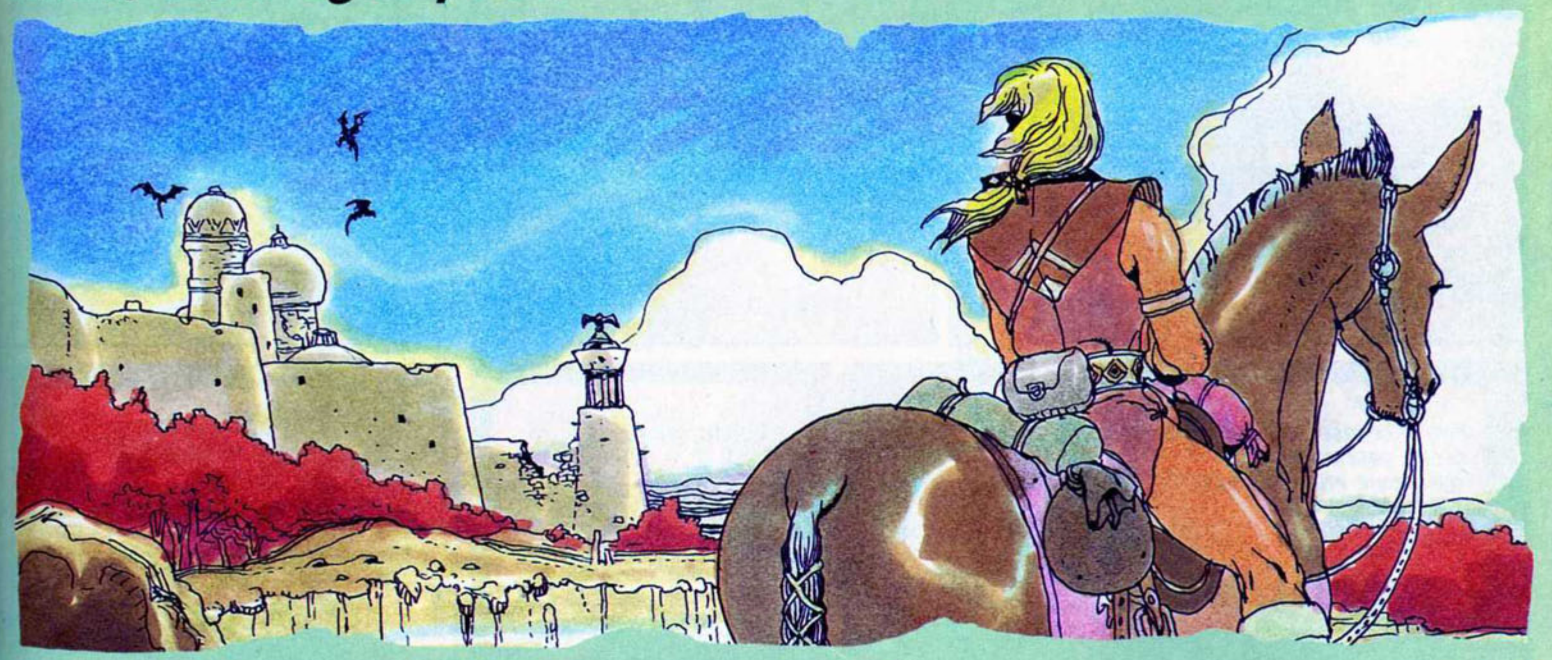
One brave man sets out alone to combat the dragon.





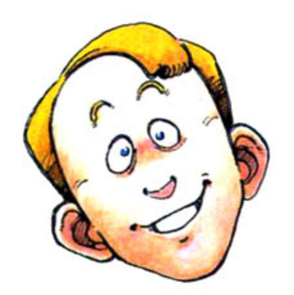
For many years Erdrick toiled in pursuit of the Dragon-lord, even into the dark halls of Charlock, the dragon's dreaded castle. But in the end he failed. To three keepers he entrusted weapons and magical items which would aid a true-hearted hero, should one ever come to the kingdom. Then he passed away into legend and the mists of folklore.

Then, after ages pass, a new hero arrives.

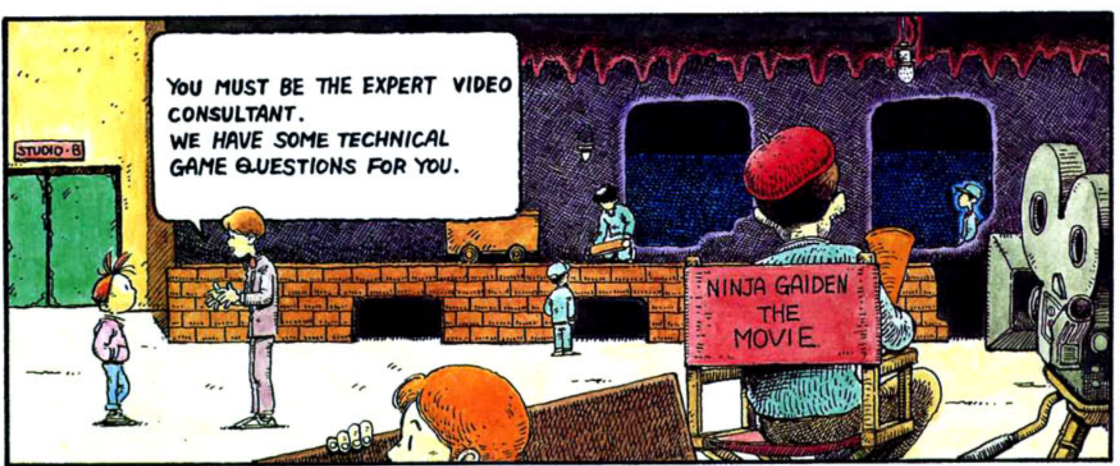


Experience the birth of a new era in role-playing adventure.

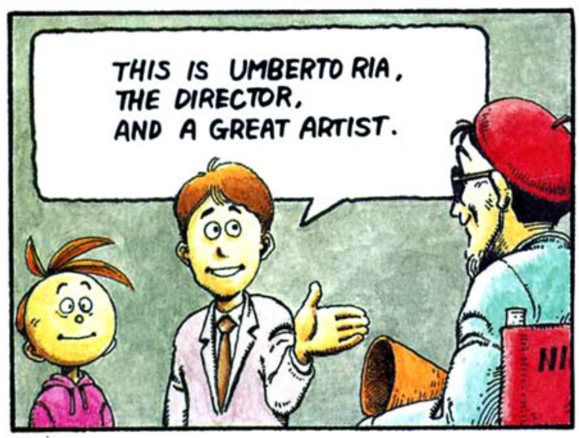
The introduction of Dragon Warrior represents more than just the release of a new game. It marks the beginning of a new and different direction for NES games. A few other RPGs have preceded this release, but none comes close to being part of as monumental a game series as Dragon Warrior. In Japan, this is the game that launched three sequels, and is unmatched in popularity. By devoting a larger percentage of Game Pak memory to game depth, game play has evolved into a much more complex and rewarding adventure. In addition, mere finger-speed and sweat are no match for the challenges which lie in wait for every player. Now more than ever before, an era of deductive reasoning is challenging us all to excel—young and old, male and female. Your NES is coming of age. Look to Nintendo Power to provide you with the continuous stream of tips and clues you'll need to revive any stalled attempt to defeat the Dragon-lord. We'll begin with an in-depth introduction in the July-August issue of Power.



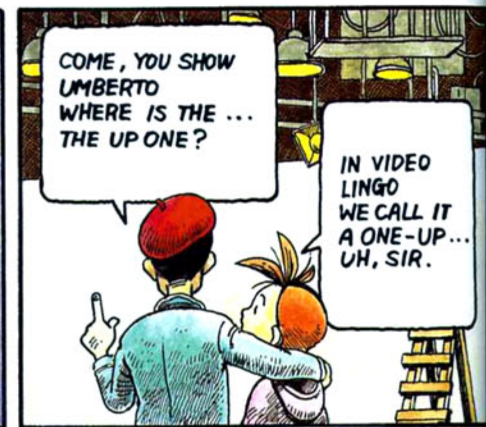
HOWARD & ~~NESTER~~ NESTER

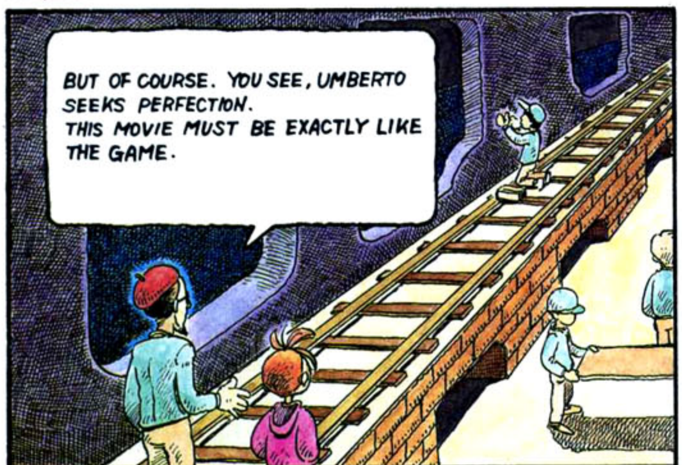


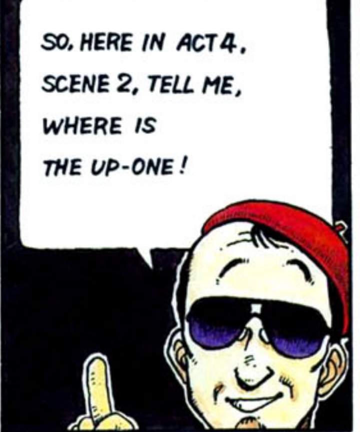




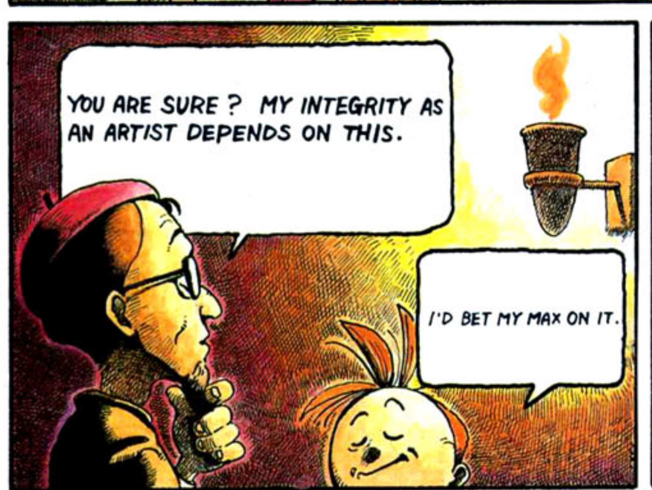


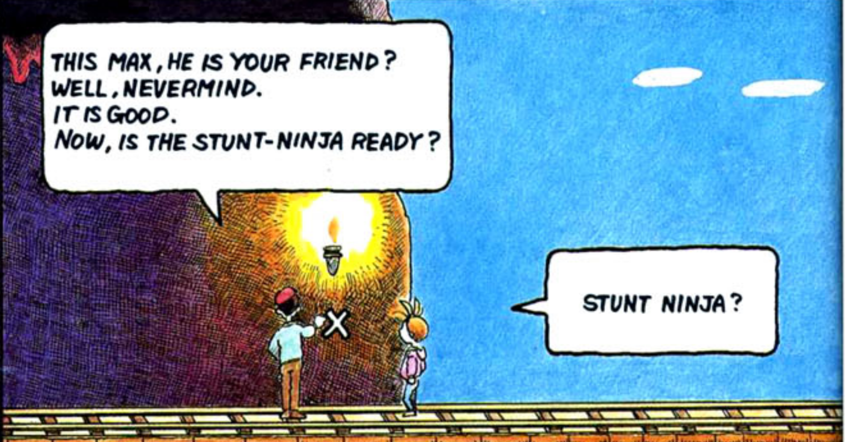


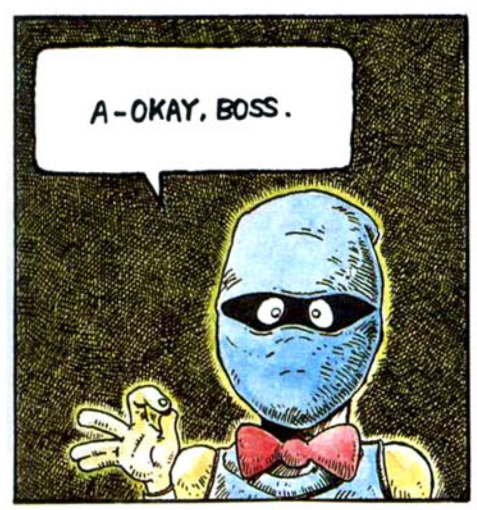


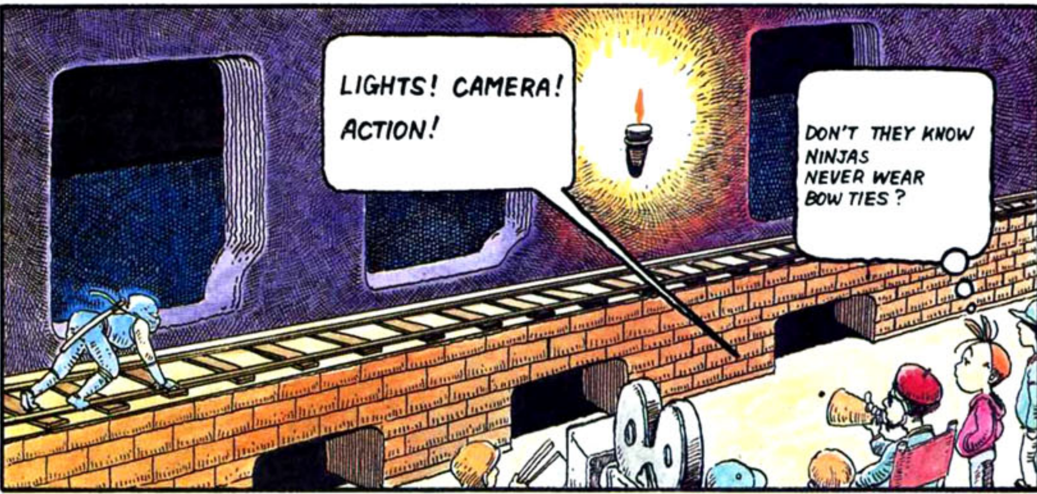




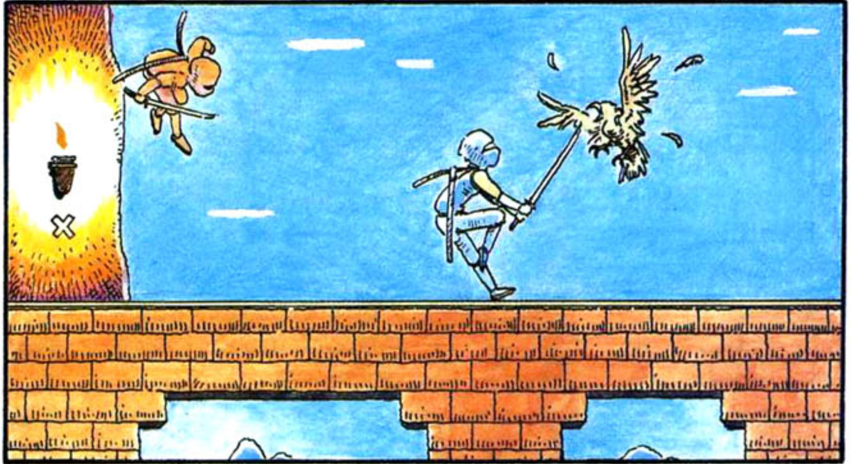




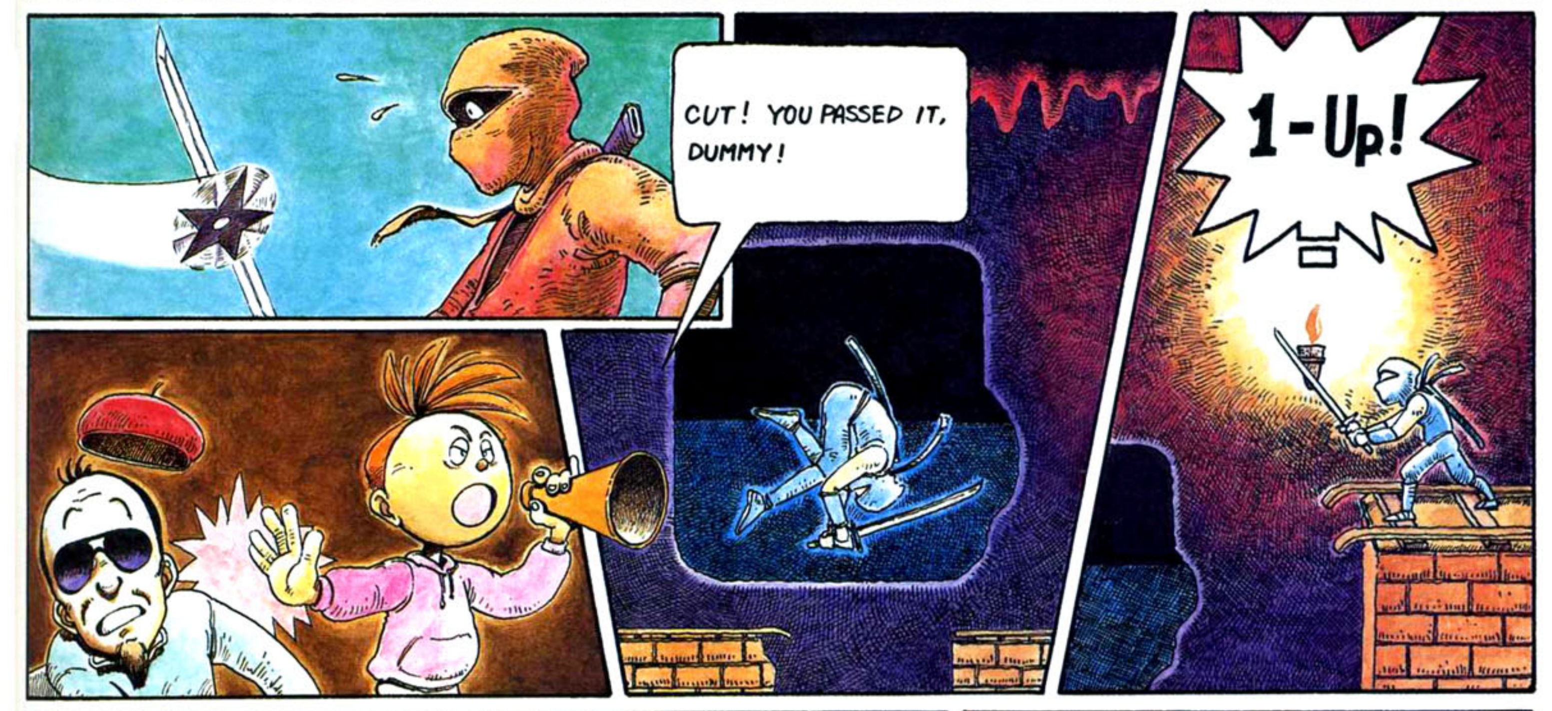

A-OKAY, BOSS.


LIGHTS! CAMERA! ACTION!
DON'T THEY KNOW NINJAS NEVER WEAR BOW TIES?

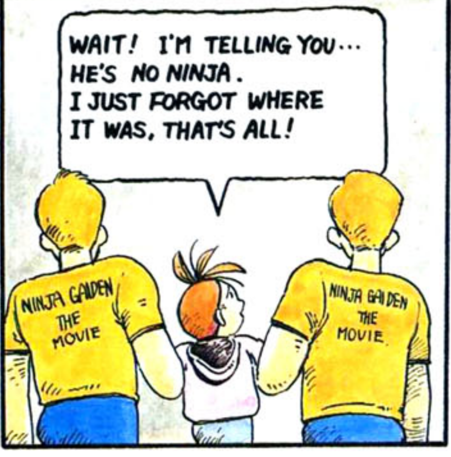

NINJA GAI
#4-2

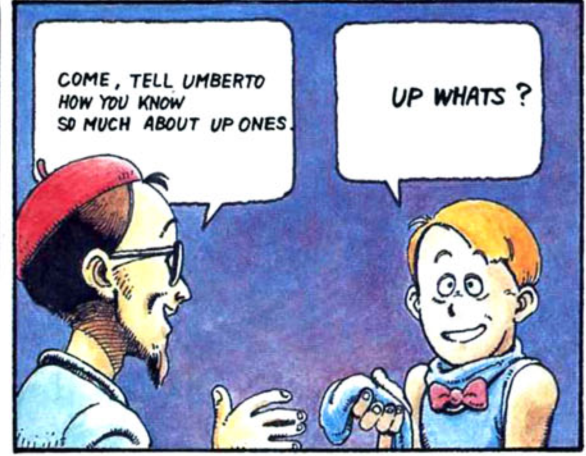



HE'S PAST THE MARK. I HAVE TO STOP HIM!


CUT! YOU PASSED IT, DUMMY!
1-UP!


ONLY UMBERTO SAYS, "CUT!" THROW HIM OFF MY SET.


WAIT! I'M TELLING YOU... HE'S NO NINJA. I JUST FORGOT WHERE IT WAS, THAT'S ALL!
NINJA GAIDEN THE MOVIE
NINJA GAIDEN THE MOVIE

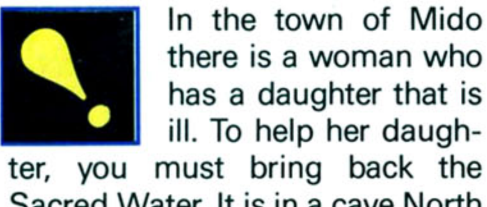

COME, TELL UMBERTO HOW YOU KNOW SO MUCH ABOUT UP ONES.
UP WHATS?

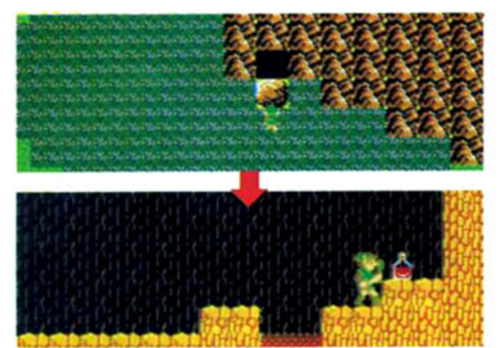


Zelda II-The Adventure of Link

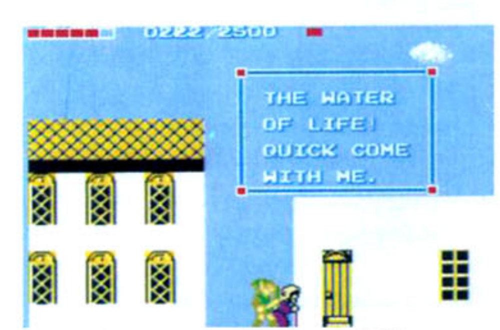
Where do I get the Fairy Spell?

In the town of Mido there is a woman who has a daughter that is ill. To help her daughter, you must bring back the Sacred Water. It is in a cave North of Saria. To get into the cave, you must break a boulder with the Hammer.



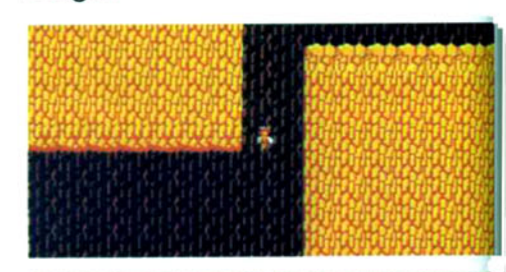


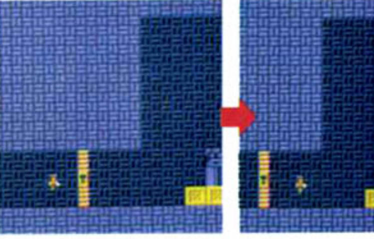
Break a boulder North of Saria for Sacred Water.



Bring the woman the Sacred Water to learn an important spell.

Once you bring her the Sacred Water, she will reward you with the Fairy Magic. This helpful spell will allow Link to turn into a Fairy so that he can get to many difficult to reach areas of the Palaces–places that he would otherwise not have access to. Not only can he traverse long gaps and ascend high passages, but he also has the unique ability to slip through key holes. Use this technique sparingly, as the Fairy Spell does use a lot of Magic.





The Fairy Spell has some great advantages.

Game Play Counselor Profiles



Greg Lowder

Became Game Counselor: May 1, 1988
Hobbies: Skiing, Softball, Arcades and Flying
Highest Game Score: 1943, 1,626,400
Favorite NES Game: Mega Man II



Tom McConville

Became Game Counselor: May, 1988
Hobbies: Mathematics and Cartooning
Highest Game Score: Gradius, 9,000,000
Favorite NES Game: Gradius



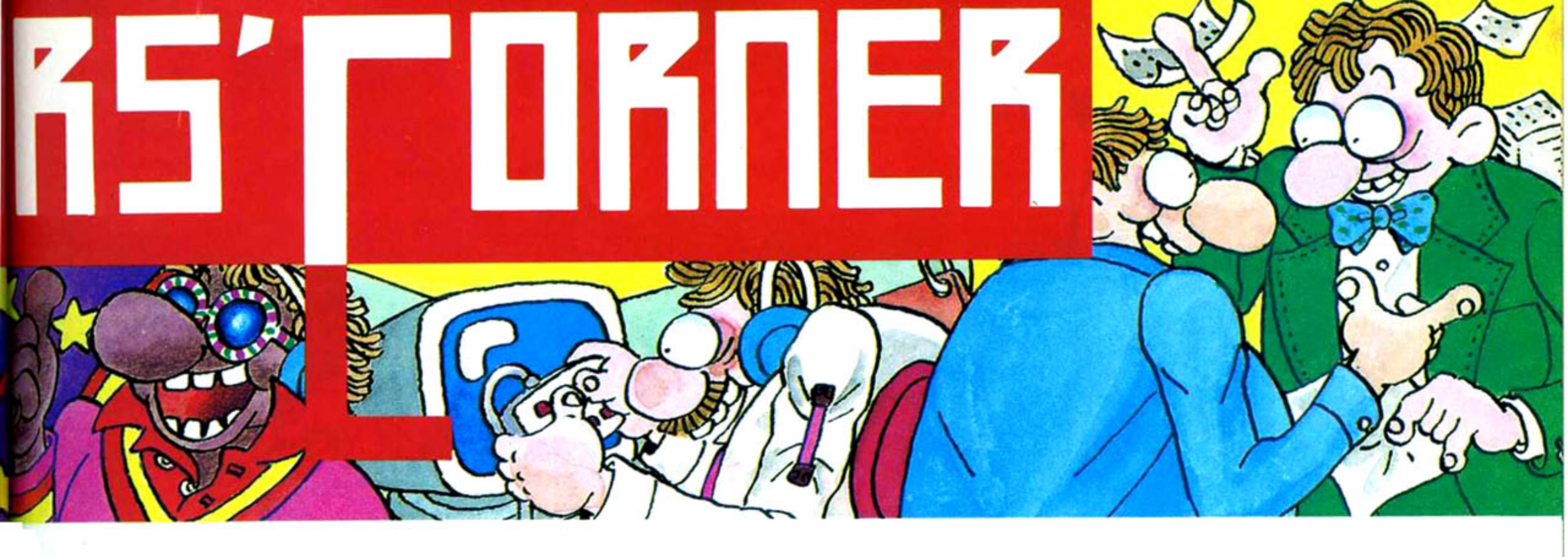
Steve White

Became Game Counselor: May 16, 1988
Hobbies: Water Skiing, Hiking, Flying, and Video Games
Highest Game Score: Zanac, 12,200,000
Favorite NES Game: Double Dragon



Shannon Taylor

Became Game Counselor: August 25, 1988
Hobbies: Camping, Reading, and Adventure Games
Highest Game Score: Wizards & Warriors, 935,000
Favorite NES Game: Mega Man

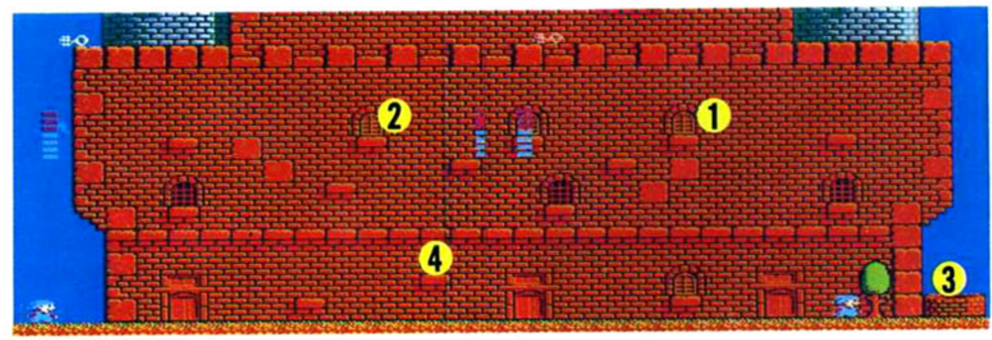


Milon's Secret Castle

Where is the Saw?

The Saw will allow you to get into the room of the Second Floor demon. But, before you can find it, you'll need a few items. After you defeat the First Floor demon, go to the Second Floor and purchase the Vest for $25 and the Lantern for $15. There's a Lantern on the first floor which is available for $50, but you really don't need the Lantern until you have reached the Second Floor. Once you have these items, jump into the Well from the Second Floor. The Lantern will light your way inside the Well, and the Vest will protect you from flames. After you explore the Well and defeat the enemy, you'll receive the Hammer. Return to the First Floor. On the platform that is just to the left of the store where you purchased the Shrink Potion, push Up on the Control Pad to use the hammer and a door will appear which will lead you to the Saw.

1 Purchase the Vest in this shop.
2 Next, buy the Lantern here.
3 Dive into the Well to find the Hammer.
4 Use the Hammer here to expose the door leading to the Saw.



The first two Floors of Milon's Secret Castle.

Ikari Warriors

How can I get the Stage Select to work?

As soon as the characters on the title screen stop firing and the "One Player, Two Players" message appears on the screen, press the following buttons on the Controller: Up, Down, A, A, B, Left, Right, A, B, Up, A, Down, Right, Right, Left, B, Up, Left, A, Right, B, Left, Right, A, Left, Up, A, Down, A, Right, Left, B and Start. The code must be entered quickly, before the demonstration sequence begins. After the code is entered, the airplane will crash land and "AREA 1" will appear on the screen. Press A and B to change the stage number and press the Start Button when you arrive at the desired stage.





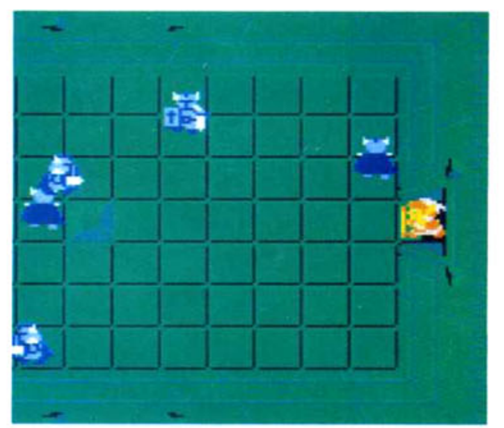
The Legend of Zelda

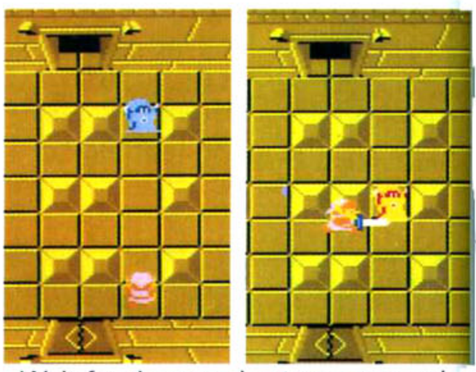
How do I defeat the Darknuts and Wizzrobes?

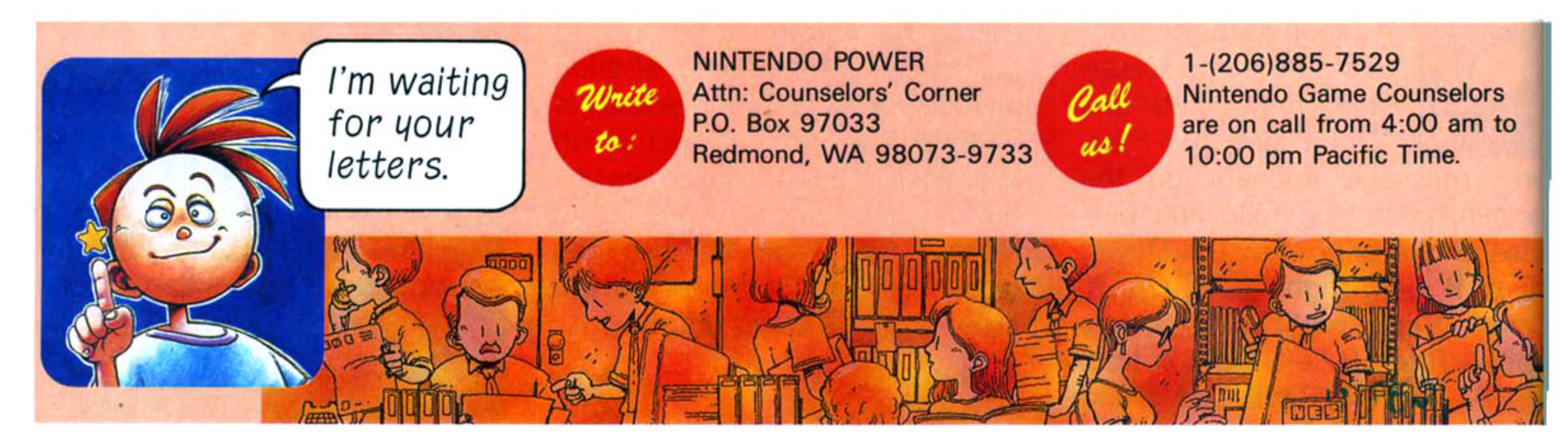
Two of the toughest types of enemies in this first adventure through Hyrule will make the going hard for Link, especially in Levels Five and Six of the First Quest. The Darknuts of Level Five are what stand in the way to the valuable Whistle. Their strong shields make them difficult to defeat. To register a hit on these characters, you must hit them where they have no defenses. If your character's Life Hearts are full, you'll be able to throw the Sword. The best strategy, then, will be to stay far away and throw the Sword from a distance. If your character is hit and you don't have a Magic Potion to revive, you'll have to take care of the Darknuts at close range.

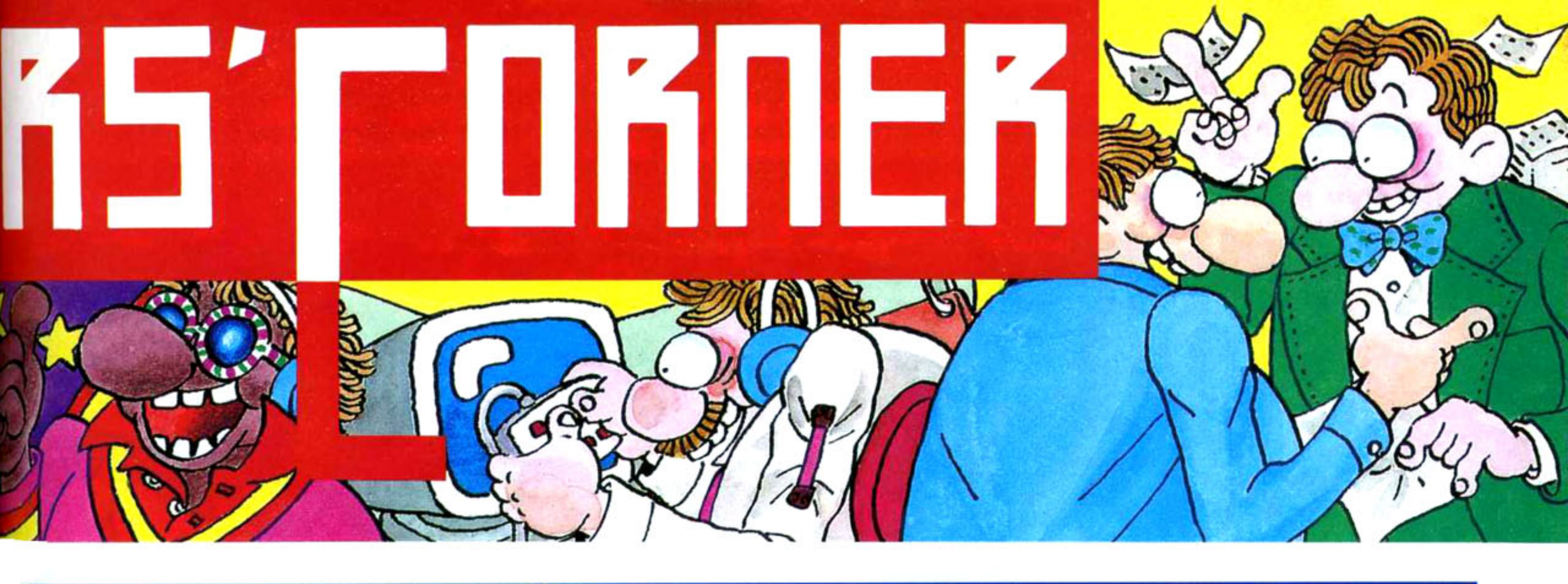
If the room that you are in has an open doorway, a useful tactic will be to hide in the doorway where the Darknuts cannot reach you, and jab at them as they pass by. Be careful not to go too far into the doorway or you'll go into the next room and when you return, the Darknuts that you have hit will be revived.

In Level Six, Link will encounter the Wizzrobes for the first time. While their magic is very strong, the Magic Shield will absorb the shock if Link is facing the enemy. When you have the Magic Shield, stay away from the shield eating Like Likes and defeat them with any long range weapons that you may have. One important thing to keep in mind is that Wizzrobes can not turn once they appear and they will always appear facing Link. When a Wizzrobe materializes, you may be able to get out of the way of the Wizzrobe's magic and work your way over to the back or the side for an attack before the Wizzrobe disappears again.


You'll find a safe spot in the doorway.


Wait for the enemies to appear and dodge their fire.

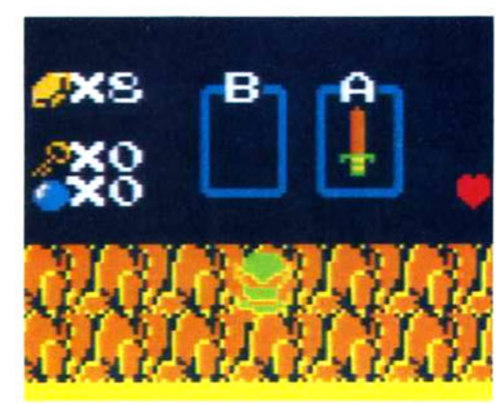




The Legend of Zelda

Where is the Blue Ring in the Second Quest and how do I get it?

There is an area in the northeast corner of Hyrule that is a little tricky to get to. You'll find 100 coins in this location in the First Quest, and the Blue Ring in the Second Quest. In the area just to the south of this place is a tree that houses one of the gambling games. In this screen, try pushing on the rock wall to the north, and you'll find a place in the wall that you can walk through so that you can advance up to the next screen. Keep in mind that there are a number of walls inside the various labyrinths of the Second Quest that you will be able to walk through. It is an important strategy in the Second Quest to try to walk through each wall.



Push up through the rock wall.

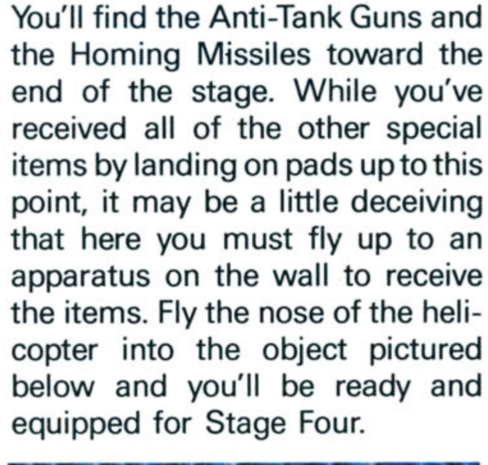
Cobra Command

In Stage Three, how do I get to the first base and where are the Anti-Tank Guns and Homing Missiles?

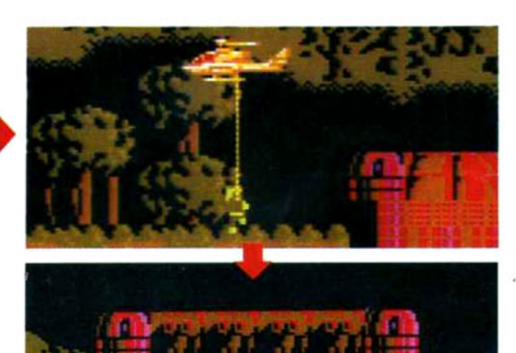


The trick to finding the first base in this third stage is that at one point you'll have to turn around and save a hostage in an area that you have already been to. After you pass the house and find a hostage next to a turret, fly back to the left and look for a prisoner next to a short tower. Save the prisoner and fly to the right until you find the base and a swarm of enemy helicopters.

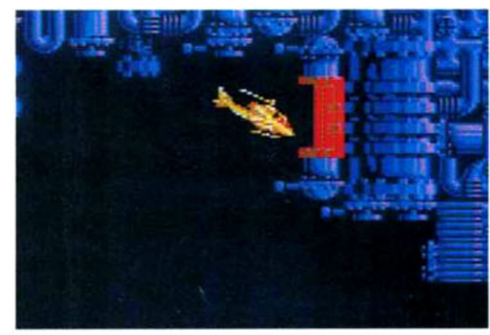
You'll find the Anti-Tank Guns and the Homing Missiles toward the end of the stage. While you've received all of the other special items by landing on pads up to this point, it may be a little deceiving that here you must fly up to an apparatus on the wall to receive the items. Fly the nose of the helicopter into the object pictured below and you'll be ready and equipped for Stage Four.







Save the prisoner near the turret and backtrack to the tower to save the next prisoner. You'll then be ready to advance on to the first base.



Ryu, the ultimate Ninja, has staked his fate on a quest to avenge his father, who was struck down by a mysterious assailant. Ryu has already ventured from the Orient to America and discovered that his task is far greater than he ever imagined. Great forces are on the move, and Ryu must face each on its own terms!

NINJA 外伝 GAIDEN

Items & Options

Along the way, Ryu must find and collect items disguised as torches or giant insects or lamps. He must collect the right items when he needs them.

THE RIGHT STUFF


The hottest weapon is the Fire Wheel. No enemy can stand the heat.


Get a Power Boost to increase your energy level.


Red Bonuses are worth 1000 points. Blue are worth 500.


A 1-Up adds one life play for Ryu.


Chill out the enemy with Time Freeze. They can't attack for five seconds.


Regain Physical Strength. This boosts Ryu's life energy by six meter points.

NINJA OPTIONS


Ninja Throwing Star. Strike enemies from a distance!


Windmill Throwing Star. Fantastic power. Use against enemies behind you and in front.


Jump & Slash! Incredible Ninja acrobatics. Ryu is like a spinning blade!


Art of the Fire Wheel. Hurl flaming balls upwards at an angle.



Act 4 A TRAP



Area 1 = South American Amazon = Map

Start


Red Power Boost


Blue Power Boost


Bonus (Blue)


Jump & Slash


1-Up


Red Power Boost

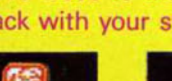
When closing in on a machine gun soldier, move in quickly between shots or leap above the strafing bullets. When you're close to the gunner, attack with your sword.


Bonus (Red)


Windmill Throwing Star



Collecting this 1-Up can be tricky due to the enemy below. The next 1-Up, in Area 4-2, is easier to get.


Fire Wheel


Blue Power Boost


Bonus (Blue)





To Area 2

Keep a sharp lookout for eagles! They swoop down unexpectedly and inflict tremendous damage on the unwary. In some cases it's best to run. But if you choose to fight, make your first sword stroke count.

The Fire Wheel destroys everything. Once you have it, go fast and far while you can.


Bonus (Red)

The story: Act 1~3



It has been a dark and twisted tale from the beginning. First, Ryu's father is defeated by an unknown assailant! Then comes the note telling him to seek out an archaeologist named Walter Smith. He meets Irene, a mysterious woman who gives him a statue that is a key to a world of ancient spirits. In fact, the statue is called the Shadow Demon Statue.





When it is paired with the Light Demon Statue, an evil demon will return to the world after an absence of 700 years. Ryu visits Smith and learns that it was Shinobi, his ancestor, who trapped the demon in the statue so long



ago. This puzzle must be solved. Who is Jaquio and what does he want? Who attacked Ryu's father? And where will the trail lead next?

Act 4 Area 2 — Bazlisk Minefield

Map

Start

Red Power Boost

Windmill Ninja Star

Bonus (Red)

Bonus (Blue)

Time Freeze

Blue Power Boost

Art of Fire Wheel

Blue Power Boost

Ninja Star

Freeze time and run!

Windmill Nija Star

Bonus (Red)

1-Up

Red Power Boost

To Area 3

Defeat tough fighters or risk meeting more later in the stage.

Restore Life

Jump & Slash

Bonus (Blue)

Windmill Ninja Star

Act 4 Area 3 — Hall of Demons

Map

Art of Fire Wheel

Red Power Boost

Blue Power Boost

Bonus (Red)

Start

Blue Power Boost

Bonus (Blue)

Windmill Ninja Star



Now in America, the plot begins to thicken. Ryu wins back the Shadow Demon Statue and returns to find Walter Smith dying, the victim of unknown attackers. With his final breaths, the archaeologist manages to tell Ryu about the true danger facing him. The worst possible scenario will occur if the two statues are brought together, for only then can the demon re-enter the world of men and wreak its destruction. Smith confides in Ryu that the Light Demon Statue has been stolen and that he must help find it. Just then Ryu is taken away by agents of the CIA. In their Control Center, a Mr. Foster begins unravelling more mysteries for Ryu. He reveals that Walter Smith had been on an archaeological dig near an ancient temple deep in the Amazonian Basin of South America. There he discovered the dark secrets of the demon which had been kept hidden for so long in the jungle depths. Realizing the danger the statues repre-









Act 4 Area 3 — Hall of Demons



Map



This is a good place to use the Windmill Ninja Star.



Scale the right wall with the vertical climb technique.


Windmill Ninja Star


Red Power Boost


Bonus (Red)

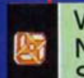

Art of Fire Wheel



To Area 4




Blue Power Boost


Windmill Ninja Star


Blue Power Boost

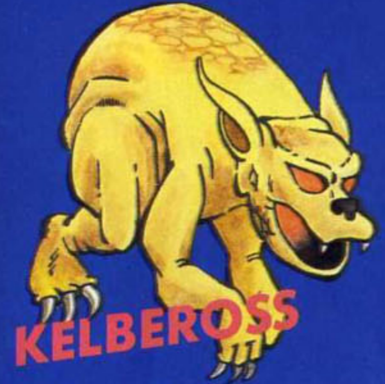

Restore Life


Bonus (Blue).


Bonus (Red)



Act 4 Area 4 — Space of Kelbeross



The Kelberosses were once dogs—pets of the demon. Now they are creatures both powerful and evil.

Between the two dangerous Kelberosses Ryu has his hands full. Their breath is poisonous and their leaps deadly. Ryu should attack from near the pedestals.





Don't chase after the creatures. Dodge in quickly when one comes close to you.

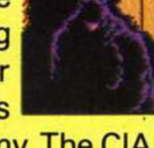
When one Kelbeross goes down, the other will soon follow. Keep up the attack strategy!



sented, he had them buried at once. Unfortunately, word of the find had already leaked. A man named Guardia DiMieux, a.k.a. Jaquio, discovered the



site of the crumbling temple and learned of the terrible significance of the statues and the demon spirit within. Release of the evil entity from its prison of stone became his driving passion. Walter Smith was Jaquio's



chief rival and enemy. The CIA man told Ryu that Jaquio's men were responsible for Smith's death. Their object, of course, had been to steal the second statue, which could then be brought into contact with its mate. Clearly Jaquio meant to control the demon and through it the entire world. Finally, with all the cards on the table, Foster asked Ryu to help. The young man considered all that had been said, and he knew he had no choice. He had to help.



Act 5 LIFE OR DEATH COMBAT

Area 1 — Prison of the Dead

Map


Ninja Star


Bonus (Blue)


Red Power Boost


Bonus (Blue)


Bonus (Red)


Art of Fire Wheel

Start


Blue Power Boost


Bonus (Red)


Blue Power Boost


The Ringthrower is best fought with a Windmill Ninja Star.


Red Power Boost


Windmill Ninja Star


Restore Life


To Area 2


Jump from ledge to ledge while fighting bats and eagles.


Restore Life keeps you going.


Bonus (Red)


Red Power Boost

Area 2 — Cliff

Map


Jump & Slash


Art of Fire Wheel


Blue Power Boost


Bonus (Red)


Ninja Star




Find the Jump & Slash option and use it when the opponent is on an upper ledge. Watch your jumps throughout the cliff stage!


Bonus (Blue)


Red Power Boost


Blue Power Boost

Restore Life



Bonus (Blue)



Leap to the wall and hold on! One missed jump could cost you a life.



To Area 3





Bonus (Red)



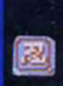
Red Power Boost



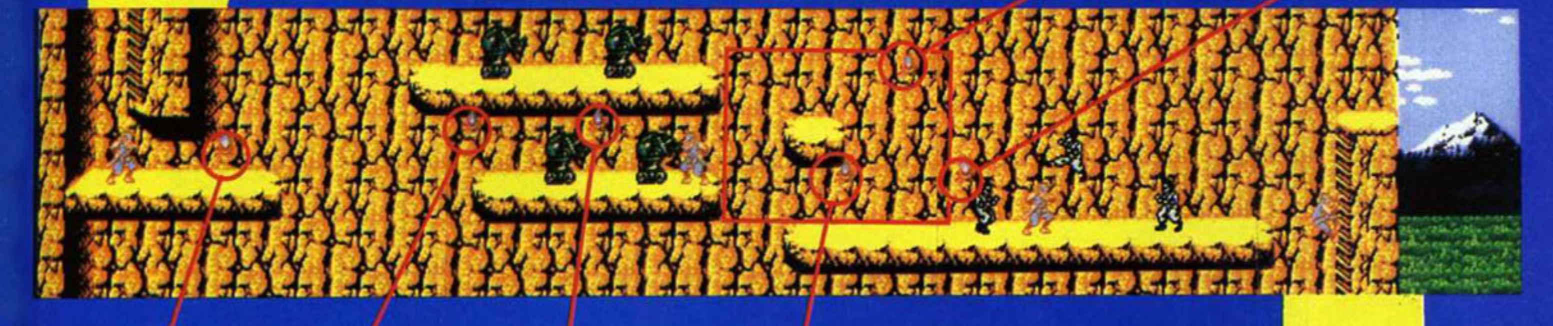
Cannons are firing from the left and above. With the Firewheel you can toast them without missing a step. Sometimes you are better off running through your enemies than challenging them to a duel.



Fire Wheel



Blue Power Boost





Blue Power Boost



Windmill Ninja Star



Bonus (Red)



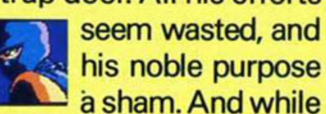
Bonus (Blue)



The story: Act 5



In the heart of the evil temple Ryu comes face to face with Jaquio himself. After the long struggle it seems too cruel for words, but to make matters worse, Ryu must give up the statue when threats are made on Irene. Now, his only hope shattered, escape impossible, defeat certain, Ryu is humiliated further by being cast down through a trap door. All his efforts seem wasted, and his noble purpose a sham. And while Ryu falls toward a future shrouded in dark mystery, Jaquio, now armed with both statues, gloats that the demon will be brought back that very night after its sleep of seven centuries. With both statues, Jaquio now has the power, and the echo of his mad laughter follows Ryu as he falls down, down, down . . .









Act 5 Area 3—The Nails of Lukifell—Map

From here on every step of the way must be won. Take the Firewheel and race ahead.

Blue Power Boost

Windmill Ninja Star

1-Up

Fire Wheel

Bonus (Blue)

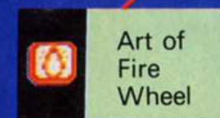
Ninja Star

Bonus (Red)

The flying Ninjas swarm, but don't waste too much time here. Keep moving.

Bonus (Blue)

Start



Art of Fire Wheel



Blue Power Boost

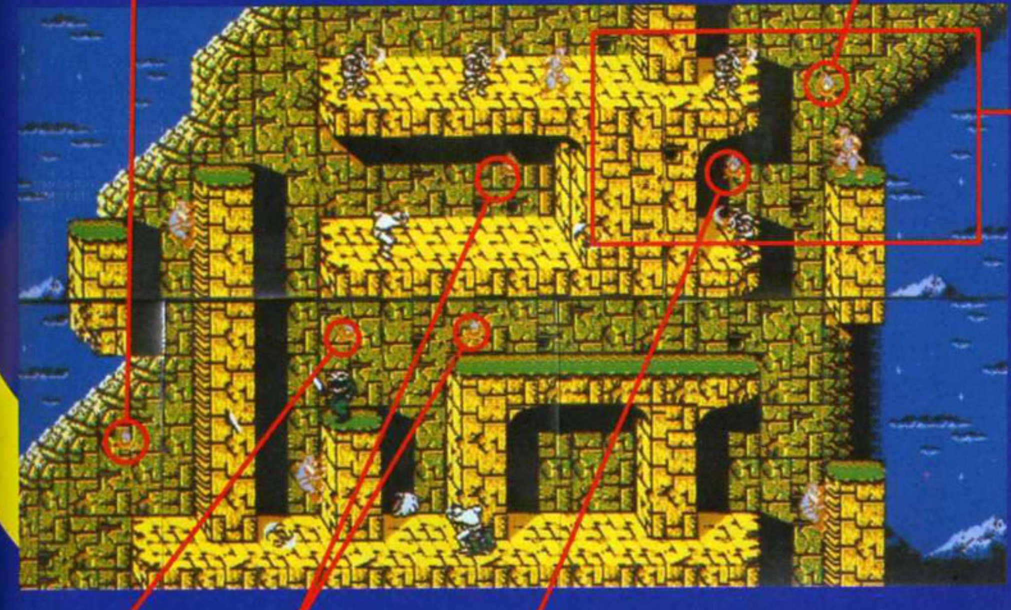


Red Power Boost











There is a lot to find in this stage, but none of it will help you.









Act 5 Area 3 — Place of Red Execution



Malth hurls lightning at you, but if you slip in close and attack low you will be able to wear him down before your hit points are depleted.

Finally, you win your way to the top of the tower, leaving the turmoil of the cliffs behind. But there's no time to rest as Malth, one of most powerful enemies in the game, blocks your path. At this point, you will learn more about the fate of Ken Hayabusa, Ryu's father, but only enough to deepen the mystery. Only by defeating Malth will you learn more.

BLOODY MALTH

Of all the Malice Four, Malth, with his Iron Mask of Blood, is the strongest.

Act 6 Prologue



If you succeed in defeating Malth, prepare yourself for a shock, for that is when Ryu learns completely unexpected details about his father. He is told that another surprise awaits if he continues on his mad quest, but he will pay dearly in the attempt. Does Ryu believe this? Can what was further said about his father possibly be true? How much farther does he need to go? These questions and more will be answered only by those who continue on with Ryu to the uttermost end.





FRIENDS

BY Robbie H. Lawton

FICTION WRITER'S SHOWCASE

The entries flooded in from all over the country, swamping our panel of judges with hundreds of short stories. We enjoyed reading all of them, and a few really caught our imaginations. The winning entry came from Robbie Lawton of Abbeville, South Carolina and is printed below. Second place went to Jeffrey Paris of Cromwell, Connecticut, and our third place story was written by Niem Tram of San Jose, California. Congratulations, Power Writers.

"Jason, lunch is ready." Jason heard his mother's voice. She sounded like she was in another world. Actually, to him she was. He was inside the T.V. with Link being shot at by the Moblins and his mother was in the safe, cozy kitchen. Jason pulled his way out of the T.V. and stood for a moment watching Link fight the Moblins alone, Jason sighed, put 'Zelda on save, and went to the kitchen.

Another peanut butter and jelly sandwich, he groaned. Why did parents assume all kids loved peanut butter and jelly?

"How's the game coming?" Mom asked as she sat the ever present sandwich in front of him.

"O.K. I guess. Me and Link..."

"Link and I," corrected his mother.

"Link and I can't seem to find the entrance to Labyrinth Seven," said Jason, biting into the sandwich.

"What was the clue for Level Seven?" asked Mom.

"The old man said something about where fairies don't live. But Mom, that could be anywhere. There are lots of places where fairies don't live. Link can't figure it out either. We have thought and thought about it but we just can't come up with the answer."

Jason stuffed half of the sandwich into his mouth and started to get up from the table with his milk in his hand.

"Drink your milk at the table."

"Ahh, Mom, can't I drink it in my room?" groaned Jason.

"No ahh's, drink it at the table." Jason sat back down and finished his milk. "Can I go now? Link's waiting for me."

"Jason, Link is only an imaginary character. Sometimes the way you talk about him makes me think he's the boy next door. *It's just a game, Jason. You shouldn't take this so seriously." Mom said.*

"Yeah, I know, Mom." Jason got up from the table and returned to his room. Well, mother don't know everything. Of course, Link was real. Jason talked to him every day. He turned 'Zelda on and after a few seconds he climbed inside with Link.

"Hi Jace, what did we have for lunch? No, never mind. Let me guess. Was it peanut butter and jelly?" Link asked.

"How did you guess?" Jason handed the remaining half of his sandwich to Link. "Sorry, no milk today. Mom made me drink it at the table."

"That's all right." said Link, swallowing a mouthful of peanut butter and jelly. "We can go to the lake and I'll get some water."

As they walked, they talked about how hard it was to find the Seventh Labyrinth. More intent on the conversation than where they were going, they took a wrong turn and ended up in the Lost Woods. They walked for over an hour without finding their way out.

"Jason, if I don't find some water soon, your Mom's peanut butter is going to choke me." Link said.

"Let's go this way, Link. I don't think we've been through here." As they came out on the other side of the trees, they saw the Moblins. Further up they discovered a path.

"That looks like where the fairy lives. She has water. Come on, Jace. Let's make a run for it."

They started to run towards the path. One of the Moblins shot an arrow that whizzed by Jason's head. It came so close he felt to make sure the hair was still connected to his head.

"You O.K., Jason?" asked Link.

"Yeah," he replied, "but that was close. Too close!"

They stepped into the path entrance and found the lake. But instead of finding the Fairy, a Moblin stood ready to strike. Link quickly pulled out a knife and threw it at the Moblin. Stumbling back, the Moblin recovered and started coming towards them again. Jason pulled his knife and threw it. This time it did the trick and the creature was history.

"Look, a blue jewel! Get it, Link."

Link went over and picked it up. He pulled his bag off his back and put the jewel inside. Setting the bag on the ground, he went to the lake to get some much needed water.

Jason, exhausted from all the walking, dropped down on the ground beside the backpack. After Link quenched his thirst, he came back and fell down next to him.

They both lay there resting without speaking for a while. Each was lost in his own thoughts, trying desperately to figure out the riddle of the Seventh Labyrinth. They had six pieces of the Tri-force. Only two more and they could find Princess Zelda and Ganon. But first they had to have the completed Tri-force and they couldn't do that without finding Level Seven.

Frustrated, Link turned to Jason, "I just can't figure it out, Jace. We have looked everywhere. I don't know what else to do. My mind is turning to jelly just thinking about it."

"You know, Link" Jason said sitting up, "sometimes when I have a test at school that I have to study real hard for, my mind starts getting crazy with all the answers running around inside. So I listen to music and it helps me to think more clearly. My mom says I'm crazy, but it really does work. It sort of relaxes you. We don't have my stereo out here with us, but we could hum, or whistle, or something."

"Hey Jace, we do have a whistle, you know. We could use it." Link said. "But we would have to watch out for the whirlwind every time we played it. What do you say, let's try it." Link reached inside the backpack, pulling out the shiny whistle they had obtained in Level Five.

"Link, since the whirlwind comes to the sound of the whistle, why don't I go to the other side of the lake and play the whistle for you, so you can try to concentrate on finding the labyrinth instead of having to constantly step out of the whirlwind's way." Jason said.

"Okay, I'll try it first and then you can have a go at it if I come up blank." Link handed the whistle to Jason. He took it and walked to the other side of the lake.

"Ready, Link?" Jason blew the



whistle, then stepped back out of the whirlwind's path. As the whirlwind roared by, an amazing thing happened. The water in the lake slowly disappeared, right before their eyes. Neither Link nor Jason could take their eyes off the magnificent sight. When all the water had vanished, they found steps where the lake once settled. At first both Jason and Link were too stunned to speak. Then they both raised their eyes at the same moment, and stared at each other. Could this possibly be Level Seven? After all they had been through, the days of searching, could this be the Seven Labyrinth after all? They both yelled at the same moment. Running towards each other, they hugged, they jumped, and hollered louder and louder.

"Well, Jason, shall we go and find out if this is what we're looking for?" asked Link.

From far off they heard a voice calling: "Jason, it's time for supper, wash your hands and come eat." Jason listened to his mother's words and moaned.

He turned to Link, started to say something, but the look on Link's face stopped him.

Link was grinning. "What are you smiling at?" Jason demanded.

Link shrugged and said, "I was just wondering if we are going to have peanut butter and jelly sandwiches for supper too."

"Ahh Link, be serious. We just found Level Seven, and now I have to go. How can you think about sandwiches?" Jason yelled.

"Because, Jason, whenever you come back, I'll be here waiting for you. We will discover the Seventh Level together. Without you, and your idea about the music, I might never have found this labyrinth. I need you here with me to help me save Princess Zelda. And both of us need your Mom's peanut butter and jelly sandwiches to keep us going. "Link grinned at Jason. Then he slapped him on the back. "Go eat and then we will discover this place together. Who knows what's waiting for us down there. We need all the strength we can get. I think I'll take a nap until you get back."

Jason looked at Link and sighed. "I'll be back in a flash, so don't get too comfortable."

"Jason," he heard his mother calling again. He yelled over his shoulder,"I'm coming, Mom!" He turned back to Link and grinned, "See ya Link." He pulled his way himself out the T.V. and back to his own room. Once he was out, he turned back to look at his friend. Link winked his eye at him, then sat on the ground to wait. Jason put the game on pause and went to see what awaited him at the supper table.

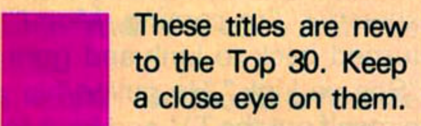
NINTENDO POWER

The very best and the rest of the hottest NES hits!

TOP·30

They say that the only thing that never changes is that everything is always changing. Well, once again our Top 30 survey proves it! Long time top ten entries and recent rookie releases mix it up one more time in this issue.

Use this key to find out how your favorites are doing.



These titles are new to the Top 30. Keep a close eye on them.

Games that are really on the move. These games have jumped up several places on the poll.

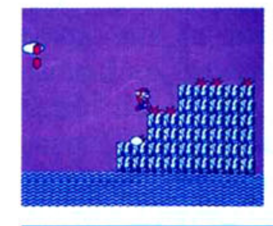
Favorites that have maintained their popularity among the Top 30.





ZELDA II— THE ADVENTURE OF LINK

Link's long wait pays off with the Game Pak's meteoric rise to the top of the video game charts!





SUPER MARIO BROS. 2

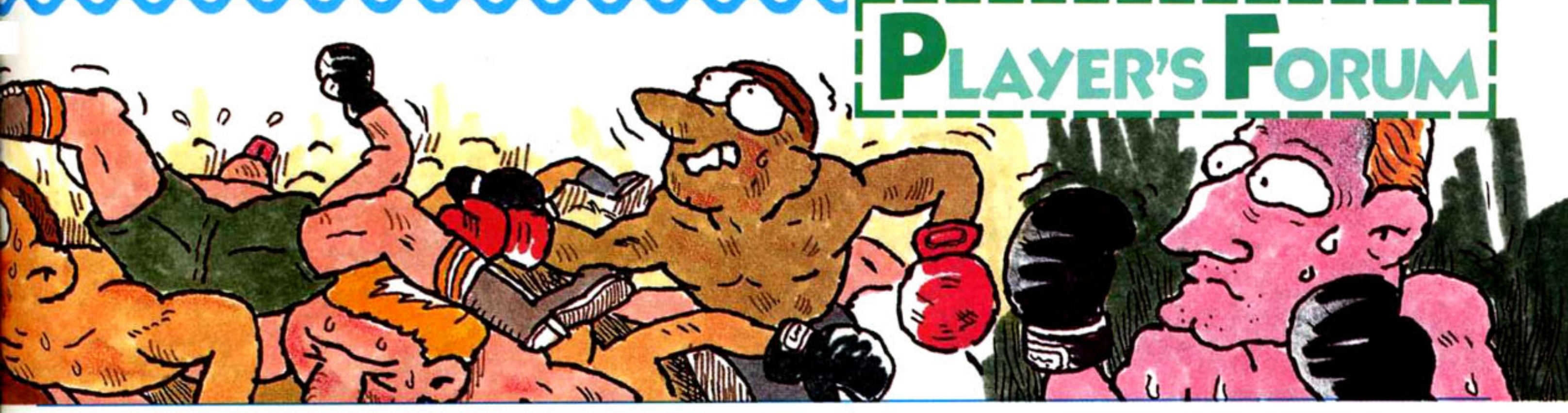
The adventures of Mario and company continue to thrill and enthrall die-hard NES fans.



3
5,124
POINTS

THE LEGEND OF ZELDA

Where the adventure began, Link's First Quest continues mesmirizing both newcomers and veterans.






CONTRA

The Red Falcon is still the most diabolical dude around. Luckily, a lot of players are after him.




TRACK & FIELD II

The best action you'll find until 1992, armchair athletes have put this game into the final heat.




BLASTER MASTER

Jason and his mutant pet, Fred, have leapfrogged up from the plutonium pits into the top ten.




METAL GEAR

Back in the thick of it, Metal Gear rebounds from number 23, reclaiming lost territory.




BIONIC COMMANDO

Swinging action, mystery, danger, world threatening plots! There's no way to keep this game down.




METROID

From the backwaters of the galaxy comes an alien race that will not die! The metroids are still here . . .




RAMPAGE

It's time to monkey around with a hit game that's on its way up—up the side of a skyscraper that is.

11	2,975 POINTS	CASTLEVANIA II SIMON'S QUEST
12	2,969 POINTS	ULTIMA
13	2,588 POINTS	DOUBLE DRAGON
14	2,322 POINTS	MEGA MAN
15	2,275 POINTS	TECMO BOWL
16	2,217 POINTS	MIKE TYSON'S PUNCH-OUT!!
17	2,165 POINTS	SUPER MARIO BROS.
18	2,142 POINTS	BLADES OF STEEL
19	2,093 POINTS	SKATE OR DIE
20	1,807 POINTS	CASTLEVANIA
21	1,595 POINTS	DOUBLE DRIBBLE
22	1,479 POINTS	BAD DUDES
23	1,465 POINTS	ROBOCOP
24	1,356 POINTS	1943
25	1,335 POINTS	R.C. PRO-AM
26	1,280 POINTS	KID ICARUS
27	1,160 POINTS	TEENAGE MUTANT NINJA TURTLES
28	1,098 POINTS	LIFE FORCE
29	1,078 POINTS	BASES LOADED
30	995 POINTS	MEGA MAN II



Players' Picks

GAME	PTS
1 BLADES OF STEEL	1,889
2 SUPER MARIO BROS.	1,833
3 THE LEGEND OF ZELDA	1,814
4 METROID	1,801
5 TRACK & FIELD II	1,715
6 CONTRA	1,705
7 ZELDA II-THE ADVENTURE OF LINK	1,699
8 METAL GEAR	1,689
9 SUPER MARIO BROS. 2	1,685
10 BAD DUDES	1,479
11 ROBOCOP	1,465
12 MIKE TYSON'S PUNCH-OUT!!	1,364
13 RAMPAGE	1,290
14 BLASTER MASTER	1,252
15 TEENAGE MUTANT NINJA TURTLES	1,160
16 DOUBLE DRAGON	1,145
17 BASES LOADED	1,078
18 CASTLEVANIA	1,033
19 BIONIC COMMANDO	969
20 SIMON'S QUEST	730
21 TECMO BOWL	727
22 R.C. PRO-AM	715
23 DOUBLE DRIBBLE	697
24 FRIDAY THE 13TH	682
25 LIFE FORCE	659
26 KID ICARUS	629
27 TOP GUN	536
28 ICE HOCKEY	527
29 1943	524
30 CALIFORNIA GAMES	509

CHILL OUT WITH THE PLAYER'S CHOICE!

Players are hot for the coolest action in town. Blades of Steel slips past year round favs SMB and Zelda.

Pros' Picks

GAME	PTS
1 ZELDA II-THE ADVENTURE OF LINK	3,143
2 ULTIMA	2,969
3 THE LEGEND OF ZELDA	2,890
4 BIONIC COMMANDO	2,369
5 SUPER MARIO BROS. 2	2,353
6 BLASTER MASTER	2,353
7 MEGA MAN	2,322
8 TRACK & FIELD II	1,911
9 SIMON'S QUEST	1,816
10 TECMO BOWL	1,548
11 METROID	1,437
12 METAL GEAR	1,169
13 MEGA MAN II	995
14 MILON'S SECRET CASTLE	948
15 WIZARDS AND WARRIORS	900
16 MIKE TYSON'S PUNCH-OUT!!	853
17 CASTLEVANIA	774
18 NINJA GAIDEN	521
19 DOUBLE DRAGON	521
20 GOLGO 13	474
21 SOLOMON'S KEY	474
22 CONTRA	332
23 HUDSON'S ADVENTURE ISLAND	332
24 SUPER MARIO BROS.	332
25 1943	300
26 BLADES OF STEEL	253
27 OTHELLO	221
28 COBRA COMMAND	190
29 KID ICARUS	158
30 WRESTLEMANIA	149

LINK SCALES THE HEIGHTS!

Game Counselors, like most people, enjoy excitement, danger, and the thrill of discovery. Link has it all.

Dealers' Picks

GAME	PTS
1 ZELDA II-THE ADVENTURE OF LINK	8,097
2 SUPER MARIO BROS. 2	7,878
3 SKATE OR DIE	2,093
4 RAMPAGE	1,810
5 CONTRA	1,737
6 DOUBLE DRAGON	922
7 DOUBLE DRIBBLE	898
8 METAL GEAR	746
9 BOMBERMAN	683
10 DONKEY KONG CLASSICS	663
11 ANTICIPATION	663
12 T & C SURF DESIGN	639
13 LEE TRAVINO'S FIGHTING GOLF	634
14 R.C. PRO-AM	620
15 JEOPARDY!	590
16 STAR SOLDIER	537
17 1943	532
18 GALAGA	522
19 JACKAL	517
20 KID ICARUS	493
21 PINBALL	488
22 LIFE FORCE	439
23 SIMON'S QUEST	429
24 THE LEGEND OF ZELDA	420
25 PLATOON	415
26 EXCITEBIKE	361
27 TOP GUN	361
28 MILLIPEDE	288
29 SPY HUNTER	268
30 IRON TANK	257

RETURN TO HYRULE... IF YOU DARE!

The dealers do dare. They love Link and the legions of Ganon whom he must face for the second time.

INTRODUCING NINTENDO POWER CRITICS CIRCLE OF 100!

Billy:

I consider myself a good video game player and I always get straight A's in school. I feel myself to be a good critic. You need brains and talent.

Power Players sent in lots of great reasons for wanting to be a Nintendo Power Critic. Listed below are the names of our first team of 100 critics selected from the thousand of entries we received. We'll be listening closely to feedback from our "Circle of 100" for tips on how we can improve Nintendo Power and give our Power Players more of what they want.

Shane:

Nintendo Power is the best magazine and I could make it better! I have great ideas that will make all those couch potatoes Nintendo fanatics!!

Thomas:

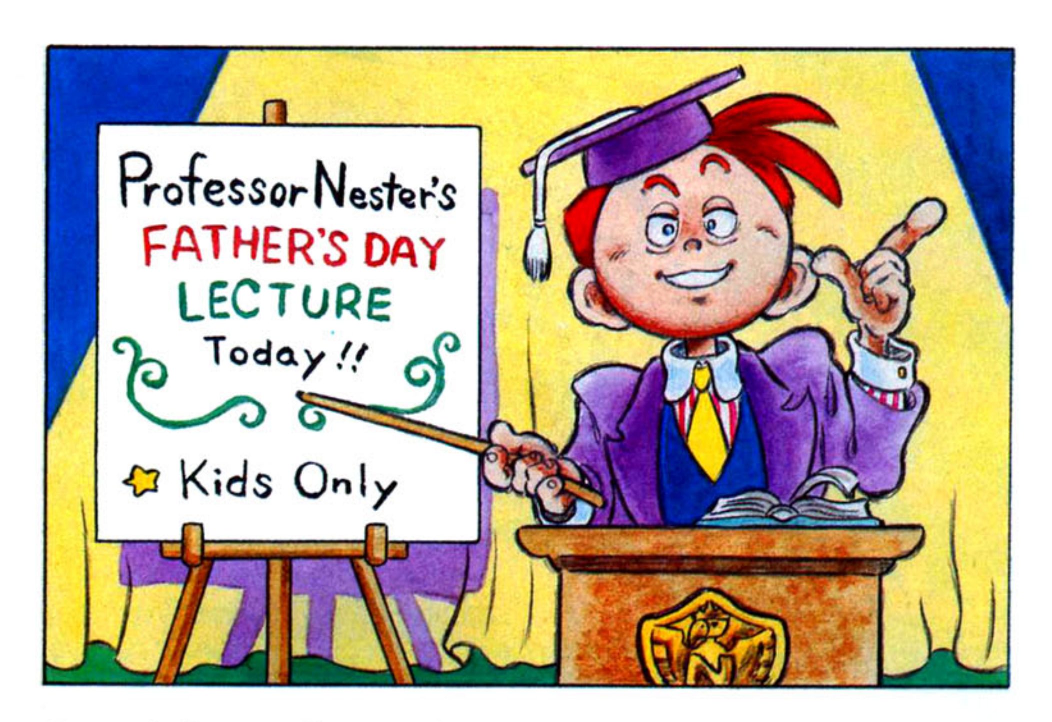
Even though I am an adult, I'm also a kid at heart. I would make statements about Nintendo Power as both the adult and kid that I am.

Matt:

I hear you're looking for a critic. Well, you found him. With fourteen games and an Advantage I really move. I've always had an opinion about everything including the hospital I was born in. I have a sense of humor and an educated mind. I would make a good critic.

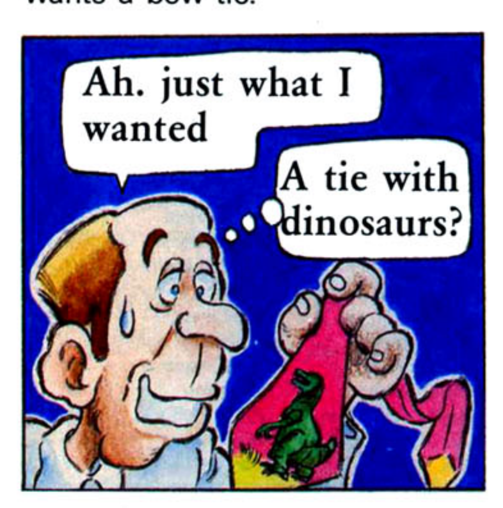
100 Power Critics (Jan /Feb Issue)

Name	City	State
Luis Alvarenga	Fontana	CA
Jason Anania	Des Moines	IA
Jose Araque	Fallbrook	CA
Michele Bayer	Forked River	NJ
Billy Bey	Barrington	IL
David Block	Valley Stream	NY
Michael Boatright	Santee	CA
Marcos Borregales	Van Nuys	CA
Bruce Bowers	Modesto	CA
Roderick Boyd	New Orleans	LA
Brian Brandow	Brentwood	NY
Matt Clapper	Hinckley	OH
Thomas Crestin	Beacon	NY
Jessica Crichfield	Glendale	AZ
Marcos Darden	Cambridge	MA
Andy Dawidowicz	Justice	IL
Greg Deane	W. Sacramento	CA
Dave DeMarco	Lancaster	PA
Ted Domville	Elmira	NY
Mary Eaton	Seabrook	NH
Adam Ernst	Tulsa	OK
Jaymz Evans	Rohnert Park	CA
Loree Fitzgerald	Midland	TX
Ryan Forsythe	Ypsilanti	MI
Richard Frazier	Flushing	NY
Charles Ghent	Rock Hill	SC
Rachel Giarratano	Monterey	CA
Lori Dee Gifford	Brick	NJ
Torrie Griffen	Laurel	MD
Luis Guerra	Palatine	IL
Robert Hanlon	Des Moines	IA
Brian Hays	Nicholasville	KY
Kris Heath	Delta	OH
Darren Holland	Portland	OR
Matt Hooge	Seguin	TX
Cora Jahoda	East Northport	NY
Bill Jervis	Blue Ridge	GA
Lawrence Kim	Cerritos	CA
John Kodumal	Moylan	PA
Timmy Lang	Waldorf	MD
Matt Lawler	Rochester	NY
Jeremy Levangie	Bedford	MA
Laura Long	Chicago	IL
Eddie Lopez	Rockford	IL
Nathan Lussier	San Jose	CA
Sean Macklin	Erick	OK
Jeff Malone	Mukilteo	WA
Christy Markling	Provo	UT
Aaron Mayer	Malibu	CA
Thomas McConnell	Newport News	VA
Sadie Merchant	Chicago Hts.	IL
Anthony Merrill	East Meadow	NY
Andy Monfils	Providence	RI
Fred Morillon	Rosharon	TX
Chris Mullany	Great Barrington	MA
Ronde Murphy	Reisterstown	MD
Roberto Musto	Hyde Park	MA
Jim Nonnenmann	Rock Island	IL
Katie O'Connell	New Orleans	LA
Corey Oltyan	Fairfax	VA
Pat Parker	Lawton	OK
Jason Parrish	Jacksonville	FL
Christian Lee Pennel	Cane Hill	AR
David Phillips	Inkster	MI
Dave Power	Auburn	AL
Keri Pryor	Minneapolis	MN
Pat Rippy	Lanark	IL
Debbie Rogow	Monticello	NY
Jayson Russell	Columbus	OH
Brant Russo	Ponchatoula	LA
Ben Sacks	Tucson	AZ
Shane Sahadi	Toledo	OH
Santos Salinas	Terra Bella	CA
Joey Schaeffer	Honeoye Falls	NY
James Schmoyer	Longview	WA
Craig Schouten	Everson	WA
Jeremy Schuster	West Bend	WI
Erika Sherman	Port Jefferson	NY
Randall Sidlosca	Miami	FL
Jamie Smith	Roanoke	VA
Todd Smith	Conneaut	OH
Allen Stamper	London	KY
Kenneth Stanford	Indianapolis	IN
Cammie Stinchcomb	Cincinnati	OH
Adam Stoffa	Phoenix	AZ
Jeff Stroup	Troy	MI
Trevor Swanson	Paradise Valley	AZ
Keith Swartz	Tovca	IL
Tommie Szamosi	Los Angeles	CA
Paula Taft	Chula Vista	CA
Alex Tanguma	San Antonio	TX
Scott Tetmeyer	Council Bluffs	IA
Billy Tomba	Jackson Heights	NY
Frank Vivolo	Wethersfield	CT
John Walters	Colonial Heights	VA
Owen Ward	Chappaqua	NY
Eddie Weklar	Arlington	VA
Steven Wittenberg	Philadelphia	PA
Lee Worley	Marlinton	VA
Julie Wyatt	Carson	WA

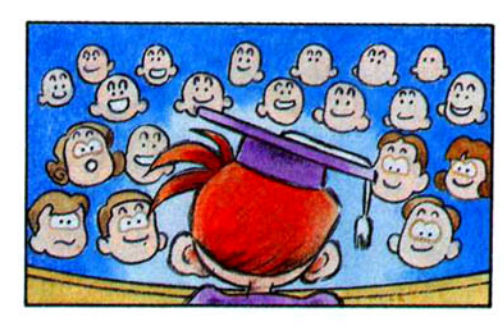


From I knew that Institute in Redmond, Washington, please welcome Professor Nester.

"Here at the I knew that Institute for the Advanced Study and Training of Parents there is a saying . . . when in doubt, check it out with Professor Nester, who is never wrong about anything. I must say that this is true, so listen up. June 18th is Father's Day, the time of year when all of us are asking ourselves:" 'What can I get Dad for Father's Day?' In fact, a recent study shows that 98% of all kids ask themselves this question, and the answer that 97% of them arrive at is to buy Dad a necktie. An independent study, however, has shown that less than .0023% of the Dad population actually wants a necktie for Father's Day. And only one Dad in the entire country wants a bow tie."

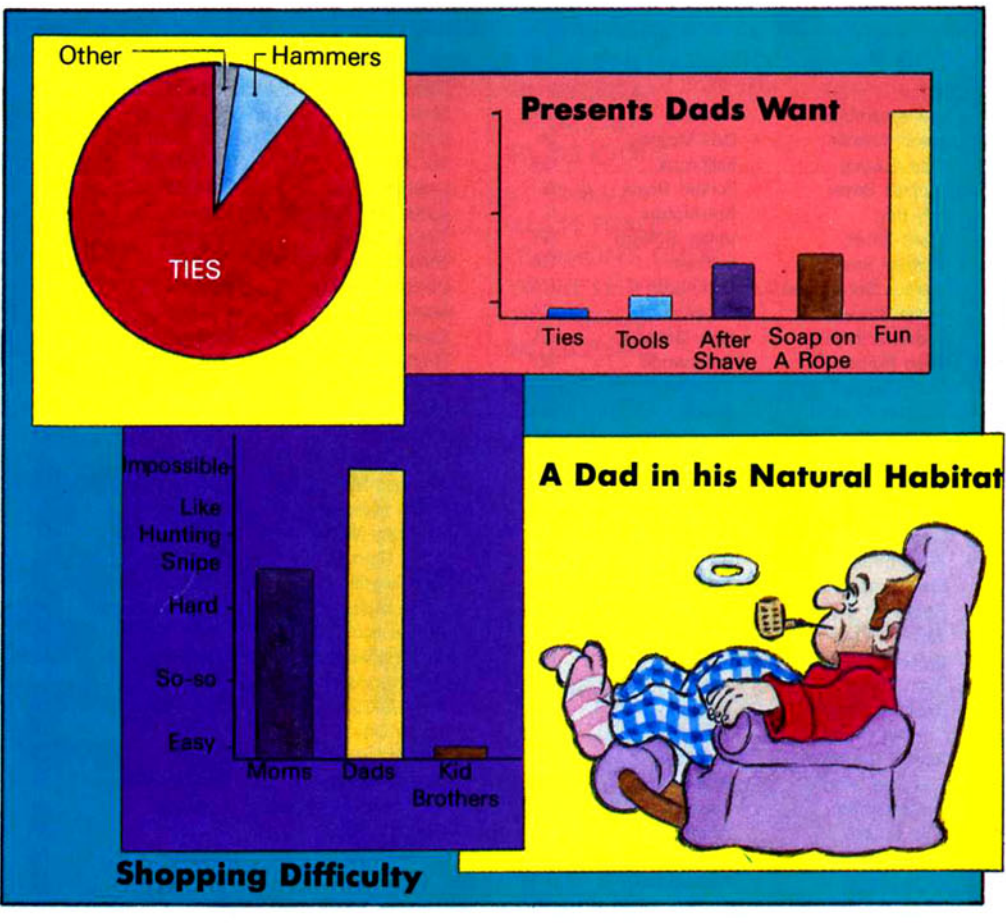


"When faced with these dismal statistics, most kids turn in last minute desperation to gifts from the local hardware store. But the fact is that 9 out of 10 Dads surveyed do not want a portable mini deluxe digital hammer. In recent tests I have proven that Dads are the most difficult humans to shop for—twice as difficult as Moms and a whopping one hundred and thirteen times as difficult to shop for as your kid brother."



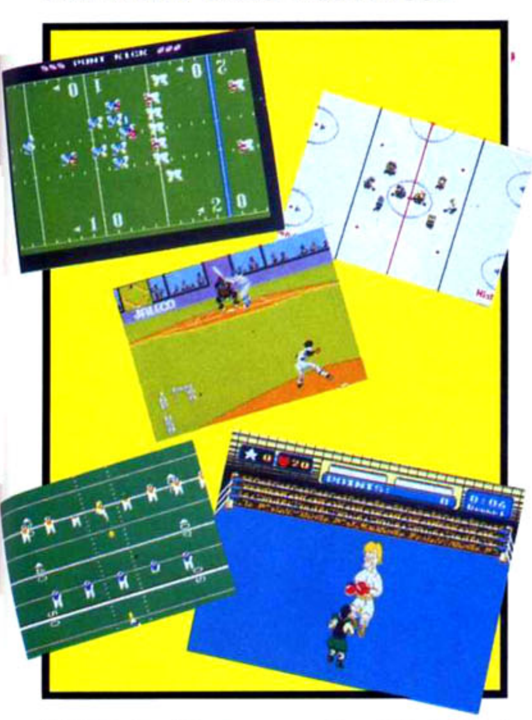
"Luckily, the young science of Dadology has made leaps and bounds these last few years. Our field researchers have observed Dads in their natural environment, documented thousands of hours of behaviors, and found some pretty remarkable facts about the secret lives of Dads from all across America. Moreover, through careful analysis of all the data, or Dada, as we call it, we are now able to select the perfect gift for any individual Dad using the Facts About Dads Guidelines, which no kid should be without."





FACT 1: Dads secretly want to be professional athletes.

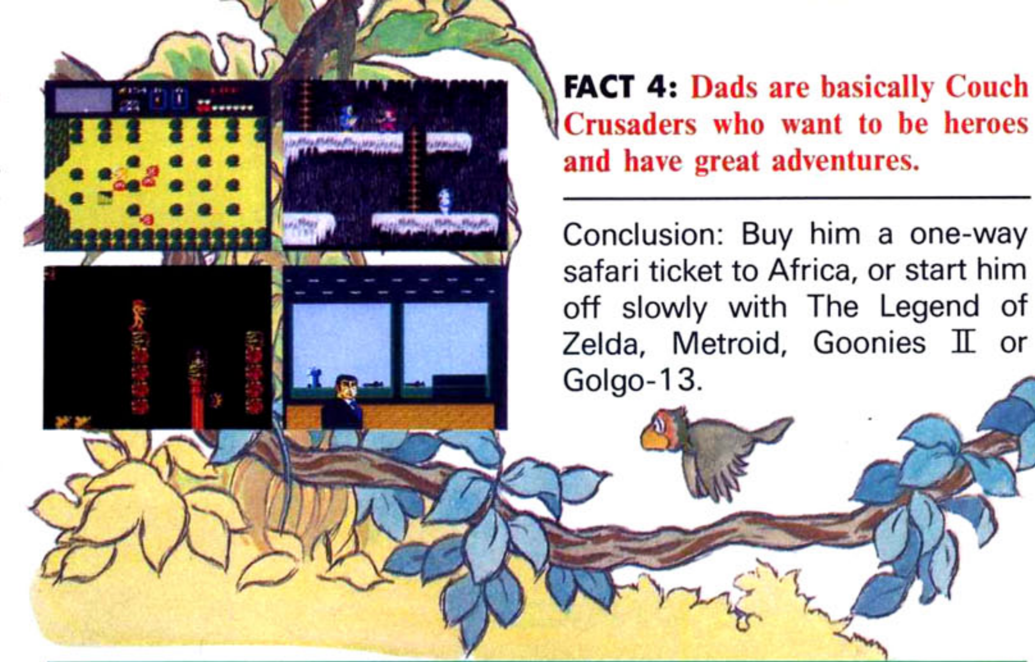
Conclusion: You can either buy him a pro team (which might put a strain on your allowance) or you can get him the next best thing—Nintendo Sports Series Game Paks like Ice Hockey, Mike Tyson's Punch-Out!! or Rad Racer. Tecmo Bowl or John Elway's Quarterback will score big with football fan Dads while Bases Loaded and Major League Baseball will be hits with baseball Dads. For the all-around athletic parent who doesn't have time to train year-round for the Olympics there is Track & Field II, World Games, and World Class Track Meet.

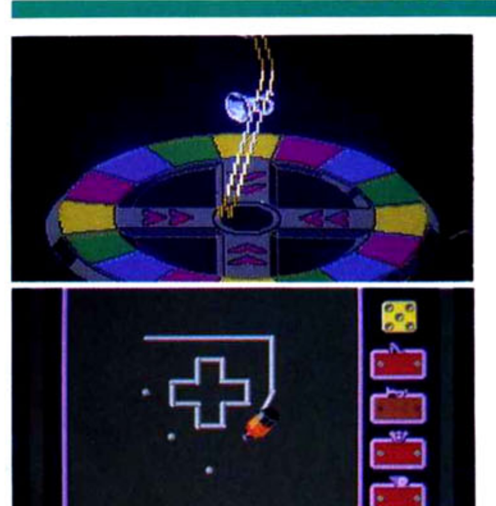


FACT 2: Dads secretly think that they are smarter than their kids.

Conclusion: You can either buy him a necktie and prove him right, or challenge this myth by giving him brain games like Jeopardy! and Wheel of Fortune.

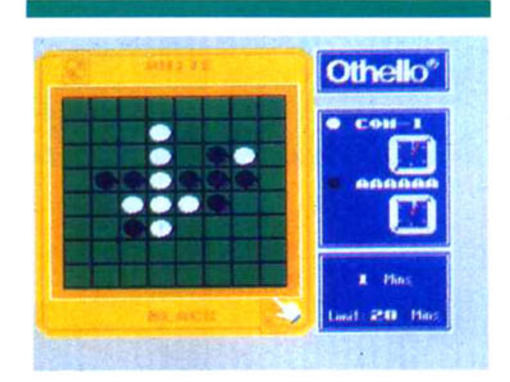






FACT 3: Dads secretly believe that they are party animals.

Conclusion: Send him to the New Orleans Mardi Gras' or surprise him with Anticipation, the ultimate party game from Nintendo.



FACT 5: Dads love solving problems. Ever notice how they tinker endlessly with the car?

Conclusion: Get him a new Porsche, or, if you want to give him real problems to solve, try Othello.

FACT 4: Dads are basically Couch Crusaders who want to be heroes and have great adventures.

Conclusion: Buy him a one-way safari ticket to Africa, or start him off slowly with The Legend of Zelda, Metroid, Goonies II or Golgo-13.

FACT 6: Most Dads seem to be fascinated by games in which they must knock little balls into holes.

Conclusion: If he's going to do this, get him Lunar Pool, Golf, Fighting Golf, or Side Pocket so at least you can keep an eye on him and make sure he doesn't hurt himself.





Well, that's about all I have to suggest, although I do have one final fact to pass on. My studies show that Dads want to have fun, just like kids. Sure, they're not as good at it, so maybe the best present of all would be just to spend some time with your Dad.

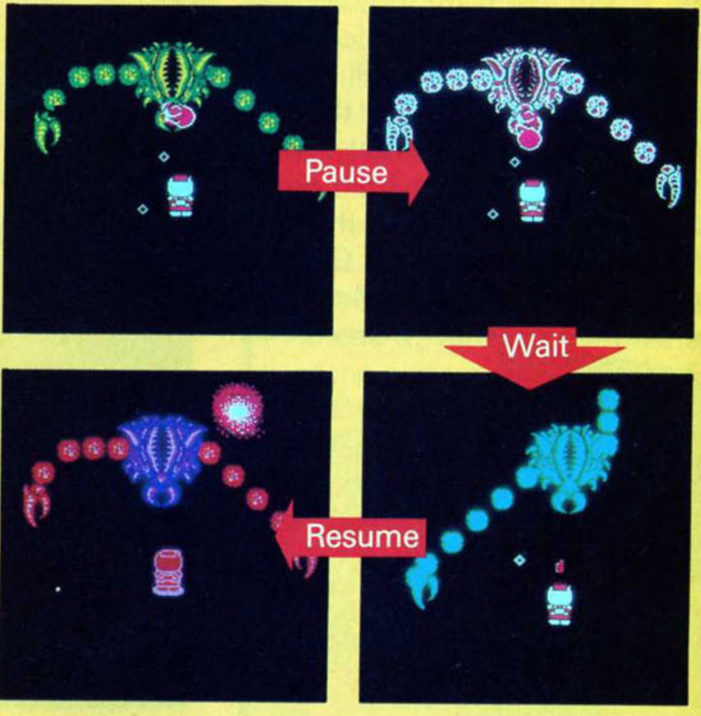
CLASSIFIED INFORMATION

Blaster Master

From Agent #710

●Extended Grenade

The main challenge in this underground world of mutant beings is meeting the genetically enhanced creatures that are at the end of each stage. Our agents, at great personal risk, have uncovered a secret that quickly and cleanly exterminates a few of these sinister stage rulers. The first target of their newly found strategy is the long-armed leader of Stage 2. This creature will fall easily in the face of what Agent 710 calls the "Extended Grenade." Hand Grenades in this game have the unusual feature of remaining active in the Pause Mode. With the correct timing, you'll be able to use this to your advantage. While confronting the enemy, throw a Grenade and press the Start Button to freeze the action at precisely the same time that a hit has been registered on the enemy. Even though the characters will not be moving, the Grenade should still be flashing. This means that it is still taking hit points, even when the rest of the action on the screen has stopped. Wait for a few seconds so that the Grenade will have its full effect. When you press the Start Button again to resume the game, the enemy will go down in defeat immediately.



Our agents have warned us that you should not use this technique when a hit is being registered on your character, as it may result in your character's early demise.

This strategy will work well with the leader of Stage 6 and the mutant frog that heads Stages 4 and 7.







Calling all agents!

Have you ever come across anything really special in your game playing exploits? We'd like to hear about it! Send your tricks to:

Nintendo Power
Classified Information
P.O. Box 97033
Redmond, WA 98073-9733

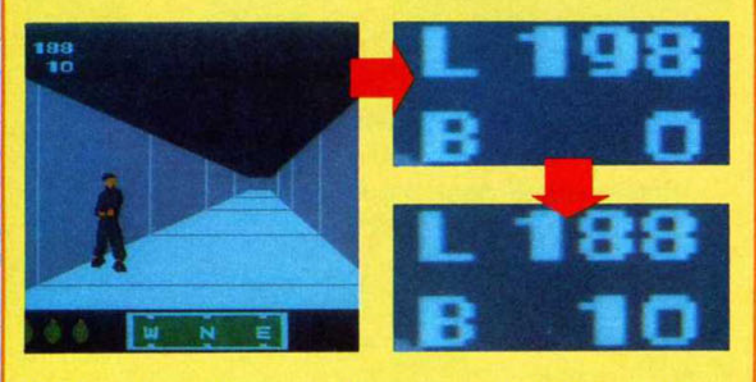


GOLGO 13

From Agent #061

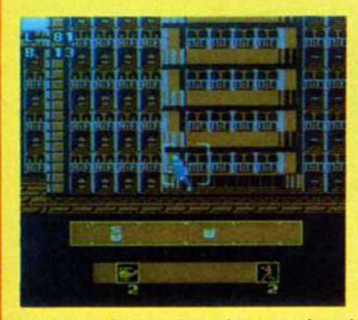
Extra Ammunition

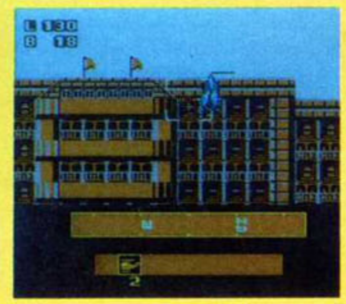
In some stages of this super spy's mission, bullets are extremely valuable. Here's a way that you can receive more bullets in a hurry in the underground bases, but not without consequence. You'll pay for the bullets with equally valuable Life Points. In the enemy bases, press the Select Button to make a Life Point turn into a Bullet. You'll be able to collect as many as ten Bullets this way. If you're low on Bullets this technique will help you get out of a tight jam in the enemy hideouts, but be careful not to reduce your Life Meter too far.



While in the underground bases and out of ammunition, press the Select Button to exhange Life Points for Bullets.

Our experts also recommend that in the Pan and Zoom scenes you should eliminate the enemies on the ground before you aim for airborne targets. This will give you a better chance for success when meeting your opponents head on.





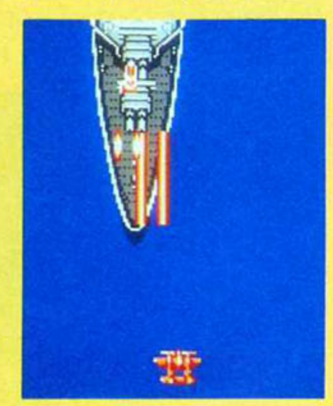
Defeat the ground enemies before aiming for Helicopters and Airplanes.

1943

From Agent #127

Super Shot

Here's something that our agents in the air have found that will make your shots more powerful. Press and hold the B Button until a whistle sounds. Then let go of the B Button for an extra strong shot. This works particularly well when facing large ships and aircraft carriers. With some practice, you should be able to take out a line of turrets in one shot.



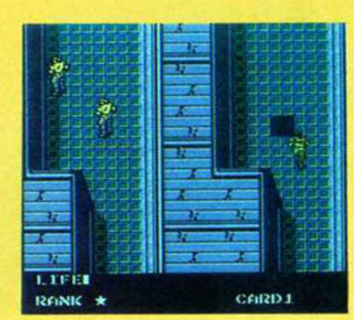
METAL GEAR

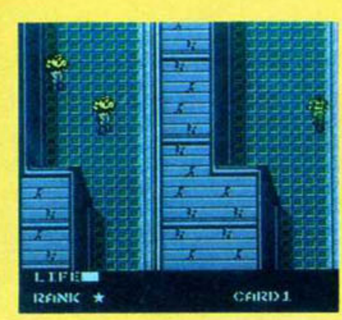


From Agent #102

Pitfall Removal

Some of the buildings are booby-trapped so that gaps appear in the floor. These Pitfalls can be stopped with a quick push of the Select Button. The Pitfall will stop opening and when you press A to go to the Weapon Select screen and press Select again, the Pitfall will seem to disappear, but it will still be there. Be careful and step around the area where the Pitfall was or you may fall in.





Press the Select Button to make the Pitfall stop expanding.

ZELDA II
THE ADVENTURE OF LINK™

From Agent #529

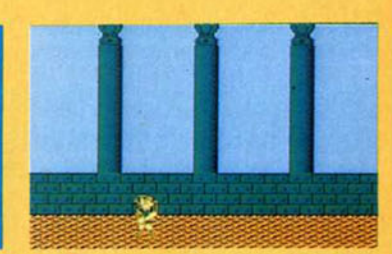
Odd Apparition

We've discovered a few odd goings on in the Palaces and Towns of Hyrule. Link can not only go onto the roof of some of the Palaces, but he also seems to be able to transport himself from one Palace or Town to another. To perform this feat, Link must have the Fairy Spell and the Glove. In any Palace that has an area where blocks fall from the ceiling (Palaces Two, Three, and Five), first, let all of the blocks fall so they create a solid wall. Next climb to the top of the wall by breaking away some of the blocks to form steps. Once on top, activate the Fairy Spell. Then press the A Button and Link will transform to a Fairy. Press Left or Right on the Control Pad and Link will fall and land on top of the Palace.


Wait 'til the falling blocks form a wall.


Climb to the top and activate the Fairy Spell.


Press Left or Right on the Control Pad.

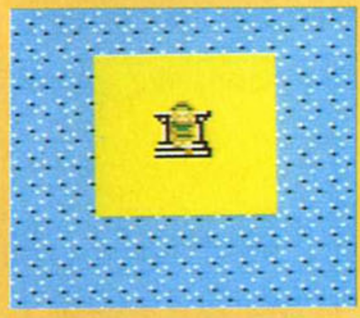

You'll end up on top of the Palace.

Once on top of the Palace, activate the Fairy Spell again, press A, then press Left or Right again. Link will fall onto the ceiling of what may seem like Palace One. The walls in this odd apparition will be the same color and texture as the walls in whichever Palace you entered, but the floor design and enemies will be the same as those in Palace One. When you leave this Palace, you will find yourself near the Palace that you originally entered.


Go back to the top of the palace and repeat technique.



You'll end up in a palace similar to Palace One.


It will have the same location as the palace you entered.

While this trick may just be a novelty, it could also have some practical applications, and our agents are still busy investigating. If you find anything in your own investigations, let us know.

A variation of this maneuver affects Darunia. Jump up to the roof of the building pictured at the right. Then jump up out of the screen and activate the Fairy Spell at the same time. Press Left or Right on the Control Pad and your character will fall into an oddly changed town where the inhabitants give different clues.



Jump and activate the Fairy Spell at the same time. Press Left or Right on the Control Pad and you'll be in an odd town.

NINJA 外伝 GAIDEN

From Agent #207

Quick Climb Manuever

The key to success in this game is learning to master the control of your character. One great move is something that our agents call the Quick Climb Manuever. It takes some practice, but it's useful throughout the game. Your character is able to grab onto walls. Although he can't climb up the wall, he can work his way up. While holding onto a wall, press the direction arrow on the Control Pad that points away from the wall and press the A Button to jump. Immediately press the direction toward the wall and your character will take hold of the wall again. If your timing is just right, your character will have gone up the wall slightly. Repeat this move and you'll be able to make your way upward. A great place to use the Quick Climb Manuever is in the last room of Area Two. When you enter the room, jump to the right wall and use this strategy to get out of Bomberhead's reach. When Bomberhead walks all the way to the right, jump to the left and surprise him from behind. Then run to the left wall and continue fighting in this manner until Bomberhead is gone.







By using the Quick Climb Manuever, you'll be able to avoid Bomberhead's attacks and surprise him from behind.

From Agent #317

Testing ... One Two ...

Our surveillance experts have discovered a way to listen in on the music and sound effects of this great game. With this special trick you will be able to single out each individual sound. When the screen reads "TECMO PRESENTS 1989," press and hold Left, Down, Select, A and B, and press Start. The word "Sound," followed by a number, will appear in the middle of the screen. To change the number, press Up and Down on the Control Pad. To hear the sound that corresponds with the number, press A. To stop the sound, press B.



Test the sound. Our agent particularly liked sounds 07, 15 and 22.

From Agent #101

New Continue Codes

Even when the last character has been defeated there's still a chance to move on in two of the newest NES games. We recently found Continue Codes in Mickey Mousecapade and Seicross. When the game is over in Mickey Mousecapade and the title screen appears, hold Up on the Control Pad and press the Start Button. You'll start again at the beginning of the stage that you were on before. When Seicross returns to the title screen, press and hold the A Button and press Start to continue from where you left off.



Hold Up and press Start to continue.



Hold A and press Start to continue.

Ultima

From Agent #000

Character Development

Before embarking on your journey to save the kingdom from the evil force, Exodus, it is important to build up your character's experience. To do this, choose characters who have the Repel Spell (Magic Power System), the Undead Spell (Will Power System), or both. These spells use no Magic Power at all and they can be used to defeat several enemies at once. This will allow your characters to earn experience points at a steady rate. Do not visit the King until each of your characters has a minimum of 500 experience points. Meeting with the King will make it so that some advanced enemies will appear—enemies that cannot be defeated with the Repel or Undead spells. This will make experience points more difficult to accumulate. Once your characters have 500 or more experience points, visit the King and your party members will be raised to the fifth level of experience. At this point, Lord British will send your characters out on a quest for the Mark of the King.

Hit or Miss

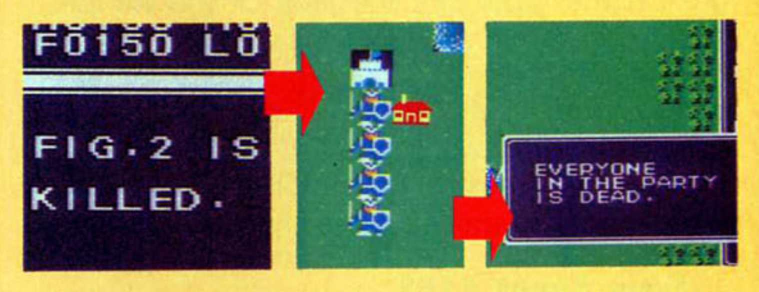
The Undead Spell can be extremely useful against the Skeletons and Ghouls. In an effort to explain why this spell sometimes hits and sometimes misses, our investigators have found that the success of the spell depends on the position of the enemy when the spell is thrown. Since each enemy character has two different positions, one of the positions will result in a hit when the spell is thrown and the other will result in a miss. The photos below illustrate which position the characters should be in to score a hit.



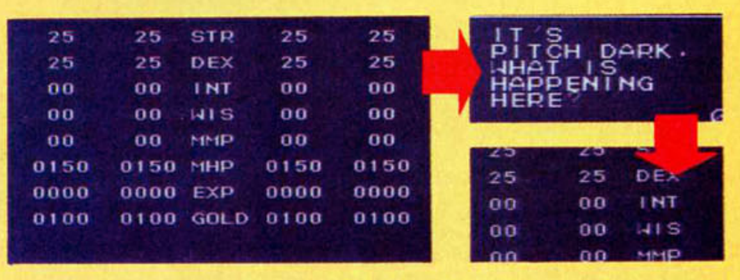
The position of the enemy characters determine a hit or miss.

Resurrection Party

Here's how you can bring one of the characters in your party back to life without paying the resurrection fee. If a character in your party dies, go back to the starting point and save your game. Then create a new party and let all of the characters die quickly. You'll notice that only three of the characters die, as the game will not allow an entire party to perish. When three of your characters in this new party are gone, save the game again and create a new party with the dead member from the original party in the lead and the three dead characters from the other party behind him. Because you can only have a maximum of three dead characters to a party, the lead character will be revived. You can then save the game again and let the revived character join the original party to continue the adventure.



When a member of your party dies, create a new party and let them perish.



Start a new party with the dead members and the lead character will be revived.

For details on an upcoming Ultima tip book, contact FCI at: FCI, 150th E. 52nd St., 34th Floor, New York, NY 10022.



From Agent #695

Happy Ending

Generally, when you complete this game in the one-player mode, the message on the screen says that you have received a "Bad Ending" and that you must complete the game with another player. Our experts have been researching this and have found that it is in fact possible to receive a "Happy Ending" while playing in the one-player mode. In Room 99, you must take the Crystal and go through the door to Room A0. When you reach Room B3, fire at the last enemy until it is encased in a bubble. Don't pop the bubble. Instead, press the Start Button to pause the game and then press the Select Button. If you have at least one character in reserve, the second character will appear in the lower-right corner. Press Start to resume the game and pop the bubble. In adding the second character at the last moment, you will receive a "Happy Ending." This procedure can be used any time in the game and is especially useful if you have already begun play and a friend decides to join in.







Start up the second character on the last screen and this story will have a Happy Ending.

HUDSON'S ADVENTURE ISLAND

From Agent #909

Preview of Coming Attractions

The enemies at the end of each level on Adventure Island have a common weak point in the fact that their heads are exposed. To defeat each of these enemies, you should fire at the head until it disappears. Our agents, vacationing on Adventure Island, have found that if the enemy has been defeated in this manner and if the game is paused at that moment, the head of the next enemy will appear on the body of the defeated enemy. This way, you will have a glance at the enemy to come.



When the leader is defeated, pause the game for a look at the next leader.



From Agent #615

Twice the Power

If you like to make use of the ground-shaking Power Blocks, we have discovered a way to make two Power Blocks out of just one. Find a Magic Potion and drop it next to the nearest Power Block. Then, in Sub-Con, pick up the Power Block and wait for the Sub-Con time to run out. When you get out of Sub-Con, you'll be holding one Power Block, and another one will be in the original place!



Two Power Blocks!

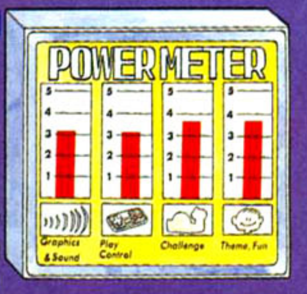
This has got to be the most imaginative Video Shorts yet! There's adventure galore as we attempt to uncover treasures and fend off some fierce creatures. More adventure lies on a mysterious island where we'll meet a hero who's able to grow into a giant. Then, it's on to another planet to help fight off strange monsters with a kid who can change into a monster himself. For a bright change of pace, there is a quest that will challenge your skills of logic and deduction. Two Power Pad games make their bow as well as a "looney" game based on the most famous Oscar-winning rabbit of all time. We've got two games involving martial arts action and the sports paks this time around include international competition in baseball and dodgeball. Right now, lace up your tennies and get set for...





SUPER DODGE BALL™

from CSG Imagesoft



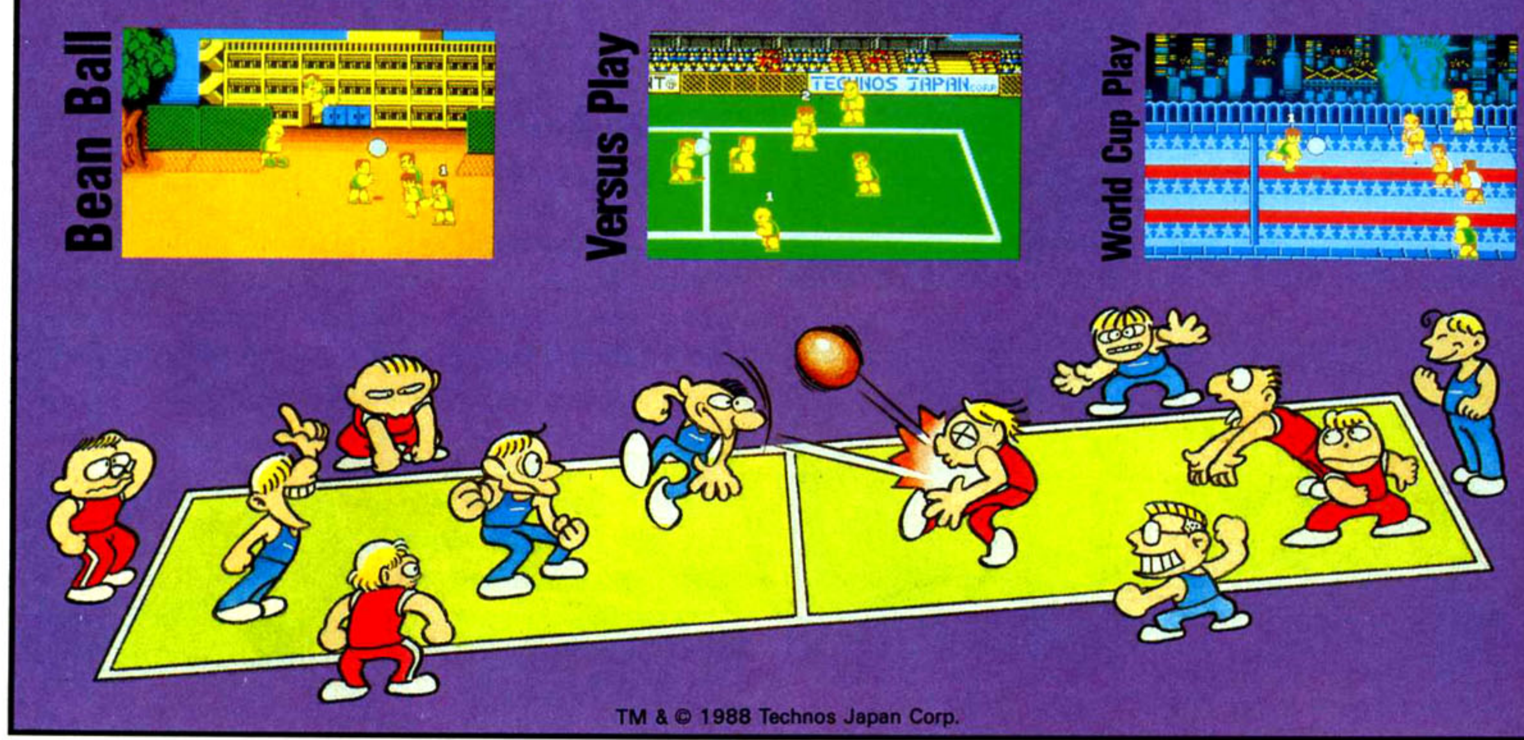


Dodge Ball is known by almost as many names and variations as there are schoolyards. There are three modes of play here with three skill levels in each mode. In Bean Ball, there are no rules! It's sandlot survival with every man for himself, but it's a great place to practice ducking, catching, jumping, and throwing. In Versus Play, you can sharpen your skills against a friend in some regulation dodge ball. In this mode, three men per team must play within a designated court, one for each team. When a man is hit by the ball a number of times, he is out of the game. Watch the opponents outside the court, too. Then, play against the computer in international World Cup Play.

Bean Ball

Versus Play

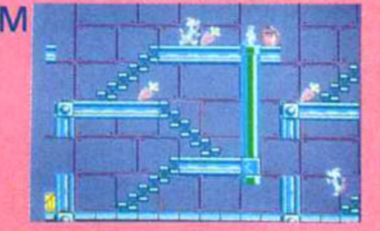
World Cup Play





BUGS BUNNY'S CRAZY CASTLE™

from Kemco-Seika



Use the green pipes for quick escapes.

That wascally wabbit is coming home to your NES in the cwaziest quest yet. Bugs is out to rescue his beloved Honey Bunny. On hand to try to stop him are some of your other all-time favorites including Daffy Duck, Sylvester the Cat, Wyle E. Coyote, and Yosemite Sam. Guide Bugs through secret passages, up treacherous stairways, and through long and winding pipes. Help him grab the boxing glove and send it flying at one of his cartoon cronies. Push crates and other assorted heavy objects off ledges and onto Bugs' pursuers. The game starts out nice and easy, but you'll need quick reflexes and fast thinking to get through all 60 rooms of the castle. If Bugs gets caught and uses up all his lives, there is a password feature that's as good as twenty-four "carrot" gold. The superb graphics help to capture all the authentic, wacky flavor of the great Warner cartoons. Fun stuff, Doc.



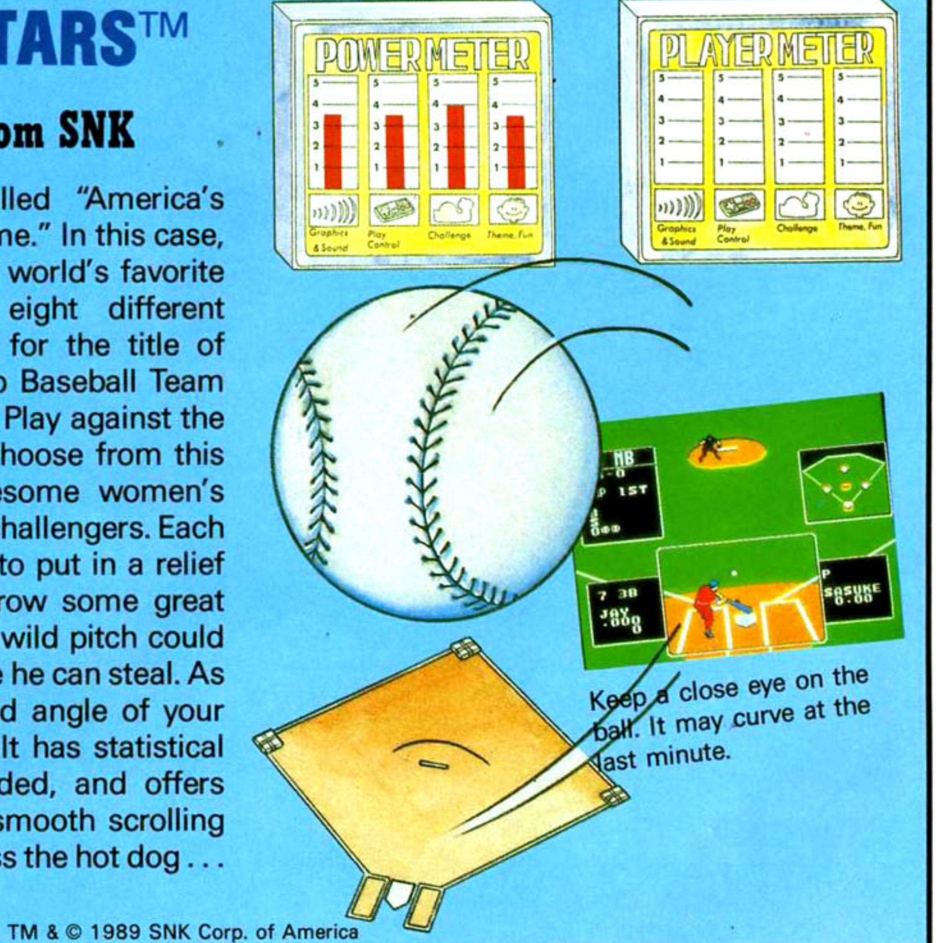
BASEBALL STARS™

from SNK

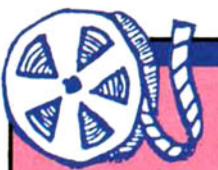


If your pitcher or fielder is in a slump, send in a sub.

It's often called "America's favorite pastime." In this case, it may be the world's favorite pastime as eight different countries vie for the title of Championship Baseball Team of the World! Play against the computer or a fellow team manager. Choose from this international league including an awesome women's team that's skilled enough to take on all challengers. Each team has its own stats and allows you to put in a relief pitcher or change fielders. You can throw some great curves and knucklers, but be careful. A wild pitch could tag the batter and put him on base where he can steal. As batter, you can control the strength and angle of your swing in order to bunt or put it away. It has statistical consistancy reminiscent of Bases Loaded, and offers great play control and playing speed, smooth scrolling action, and graphics that really cook. Pass the hot dog . . . say what? . . . sushi?!

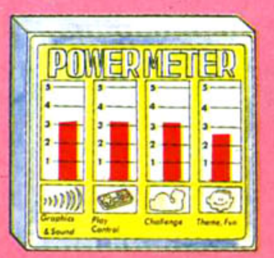


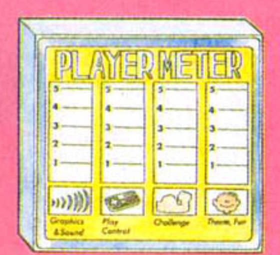
Keep a close eye on the ball. It may curve at the last minute.



FIST OF THE NORTH STAR™

from Taxan



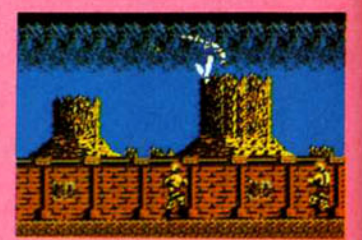




Ken's people have fallen to the tyranny of several evil Gento masters who are known collectively as the Emperor Heaven. Ken must use his renowned Bear Fist, shooting power, and brilliant command of Gento Karate skills to defeat these brutal enemies and restore peace to his homeland. A Life Meter indicates Ken's energy level as well as that of his enemies. There are hallowed items which will bestow powers on Ken and increase his strength, but each stage has a time limit and Ken must complete each one before his time runs out. However, there is a handy continue feature that helps on Stages One through Four.



Don't get caught in Bask's "Kazan Prison Clenching Claws."



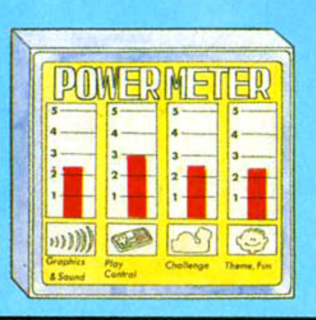
Obtaining Yulia's gold necklace will enable Ken to seemingly become two.



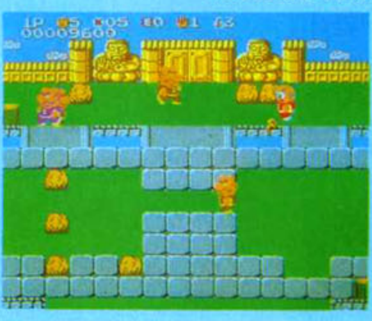
KUNG FU HEROES™

from Culture Brain

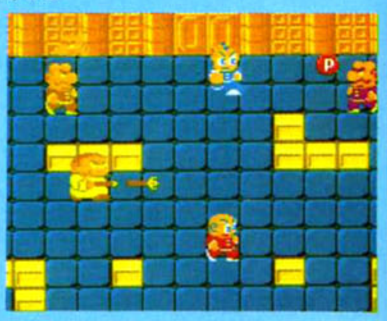
More than a million adventurers in Japan have already undertaken this two-player, simultaneous play martial arts mission. High atop a remote mountainside sat a "Grand High Llama," suspended for countless years in deep meditation. Jacky and Lee, best friends who were raised in seclusion like brothers, learned the ancient secrets and skills of Kung Fu from the Llama, including the deadly "Miracle Kick." Now, Princess Min-Min has been captured by a band of sinister Kung Fu experts and monsters, and imprisoned in a bizarre and mysterious fortress. Jacky and Lee must overcome the relentless enemies in the 30 unique rooms in order to rescue the princess. The more adventurous may wish to guide Jacky on this perilous journey solo. Along the way, there are treasures, weapons, and powers to be discovered and secret passages and warp zones to be uncovered. Be especially wary of Dragon, Uni-Gon, and our personal favorites, the Bison Commandos.







Grab the key and a secret passage will appear.

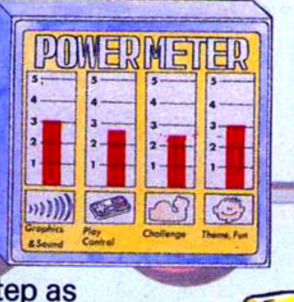


Obtaining a P-ball will make you invincible and turn your enemies blue.



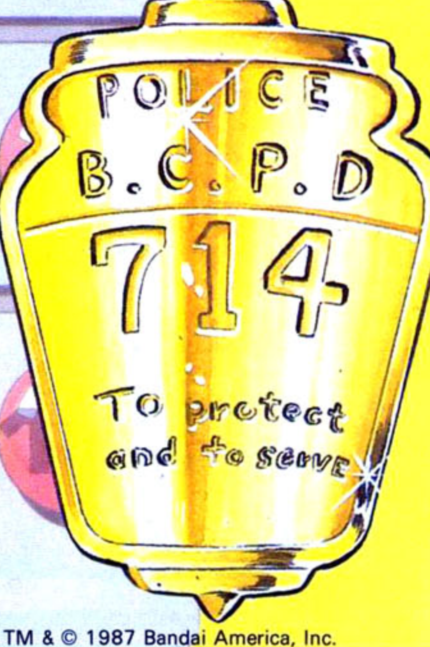


STREET COP™
from Bandai





"This is the city. My city. Too many desperate criminals are at large and it is my job to bring them to justice. My name is Ben. I carry a badge. However, I need a partner. Are you brave enough to hop on the Power Pad and match my every step as I police this urban jungle?" Your steps are Ben's steps. You walk, he walks. You turn, he turns. Jump, and he does, too. Move Ben through several sections of the city, chasing wanted felons. Once you apprehend them, step on the correct spot to subdue them with Ben's nightstick. But remember, a good cop will take care of his partner, so keep an eye on Ben's energy meter and patrol with caution. Criminals are notorious for popping out of hiding places and causing Ben serious harm. There are several criminals in each section of the city and you and Ben must arrest them all before your time runs out.





Don't be fooled by criminals hiding behind the trash can.



Flush him out into the open and give him the business.

ATHLETIC WORLD™
from Bandai



Each event will allow you to match yourself against the pace turtle.



All right, stre-e-e-etch those muscles. Point your toes. Let's really work those calves. C'mon, feel those hamstrings. Everyone ready? Good. The courses ahead are rigorous and demanding, and we want everyone in shape. There are five different types of courses to choose from with three levels of difficulty on each course. Select from Training, Beginner, and Expert to give you just the right amount of challenge appropriate for your skill level. Start slow and work up to the more advanced levels. Try the Hurdles first. It is a fairly simple course and will allow you to get used to the controls on the Power Pad. The Dark Tunnel will test your endurance, but again, don't overdo. Prove your agility and coordination on the Hop a Log stage. But bring a towel. One slip and you'll be in over your head. For the adventurous, take to the Animal Trail, but stay clear of the wild boars that juggernaut down the trail. And for real excitement, go Rafting down a treacherous, unforgiving river.



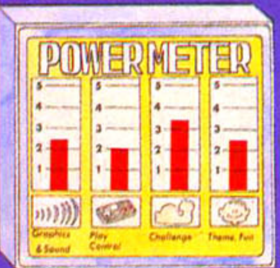
Agility and timing keep you from being "boared" on the "Animal Trail."



Watch for low overhangs on the river and try not to lose your head.

AMAGON™ from American Sammy

Amagon has been chosen to go on a dangerous mission because of his unique ability to transform into his alter ego, the giant Megagon. With a machine gun as his only weapon, Amagon's adventure begins on an uncharted monster-infested island. He must conquer it and reach the rescue ship which awaits on the other side. The screen scrolls right and timing is essential, as is knowing when to become Megagon. Game play is similar to Hudson's Adventure Island, but be wary. There be Hippo Demons here! So why is Amagon going on this mission? Because it's there. Because he's a Marine. Because he was ordered to.







Getting the crown-mark will add 10,000 points to your score.



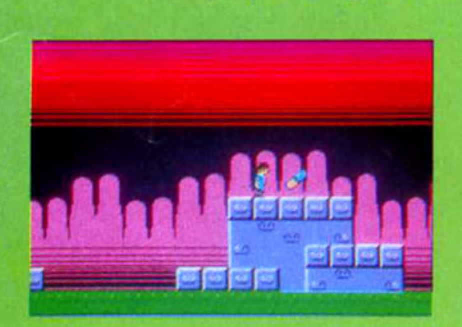
Becoming Megagon will better equip you to deal with Lion Man.



MONSTER PARTY™

from Bandai

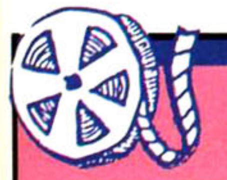
There is a lengthy lead-in to this party that sets up the bizarre plot in this innocent tale of a boy and his monster-friend. Bert, a monster/dragon has recruited Mark (armed only with his trusty baseball bat) and flown the youngster back to Bert's distant planet (where the two of them can merge) to defeat the terrible monsters that have taken over. Throughout his mission, if Mark is able to obtain the secret item, he will be able to tranform into Bert. Each stage has its own individual game play style (scrolling, puzzles, conflicts, stage bosses) and password code, and firmly holds a player's interest. But something is amiss and Mark will have to complete his mission to discover what it is. The fairly lengthy ending with a surprise twist is a nice pay-off for completing the game.



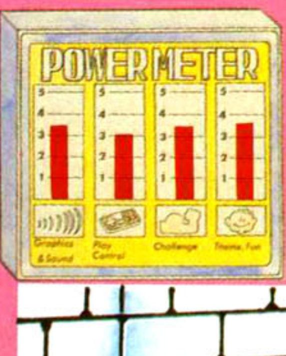
Grab the Power capsule and Mark will change into Bert.

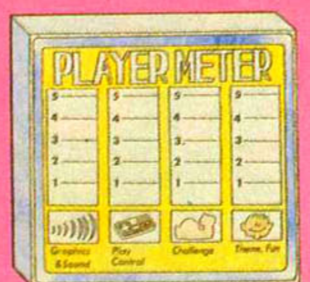




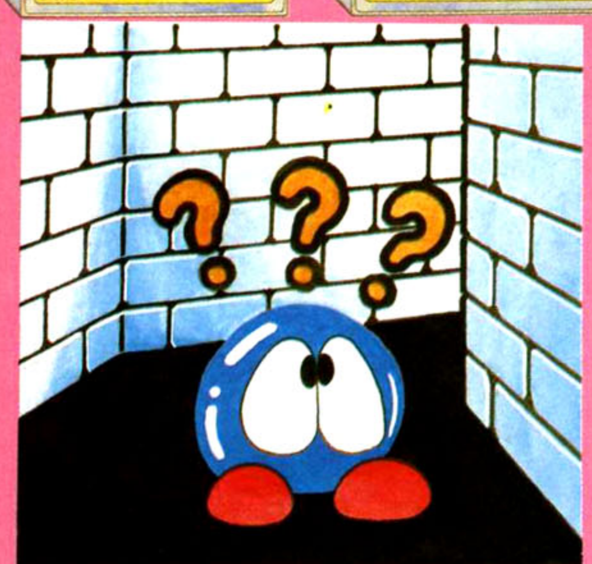


ADVENTURE OF LOLO™ from HAL



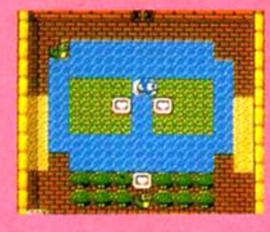


And now for something completely different. Yes, there is a bad guy causing havoc in a beautiful country. Yes there is a princess to be saved. Yes there is a brave young hero. But the twist here is that our hero, Lolo, isn't very strong. He isn't very agile. And he's not much of a fighter. However, Lolo possesses a very high I.Q. and lots of courage, both of which he'll need to negotiate the endless series of puzzle rooms in order to save Princess Lala. Certain items in some rooms will give Lolo limited powers and abilities, and used correctly they will be enough. A nifty password/continue feature allows you to advance or Stage Select. Though this is a one player game in terms of action, the whole family can really take up this mental challenge as a team effort. Lolo is a lulu.





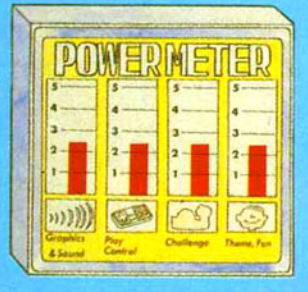
Shoot an egg at an enemy and Lolo will be able to move him.

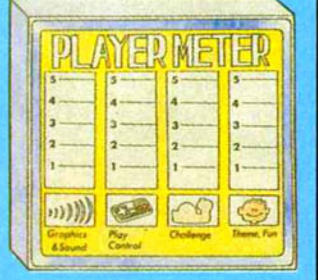


Certain Heart Framers will allow Lolo to create a bridge.



HYDLIDE™ from FCI





Here is an adventure that less experienced role players may find interesting. Though short on actual action, players will be able to practice monitoring their status meters and trying to maintain their character in top adventuring condition. There are lots of magic items and spells to obtain as you guide young knight Jim through Fairyland, dispatching monsters such as slimes, giant eels, wizards, sand worms, and a great dragon. The information area of the screen will display your attack/defend mode, character status, and magic use. A password feature lets you continue your quest. The story line is so bizarre, it's beyond what even we are used to.



Monitor your energy, strength, experience, magic level/type, and combat status.



There are many treasures and magical items to discover along the way.



ENTER NOW FOR A CHANCE TO WIN THESE PRIZES!

PLAYER'S POLL CONTEST

1 GRAND PRIZE WINNER

MOUNTAIN BICYCLE WITH HELMET



15 SECOND PRIZE WINNERS

AUTOGRAPHED WRESTLEMANIA GAME PAKS!

Andre the Giant, Halk Hogan and Randy Savage have each signed 5 cartridges. You could win one!





50 THIRD PRIZE WINNERS

THE EXCLUSIVE NINTENDO POWER JERSEY



PLAYER'S POLL

Using the postcard below, answer the following questions and your name will be entered in our Player's Poll Contest!

A. Of the game reviews listed below, which two did you enjoy the most?
1. Teenage Mutant Ninja Turtles
2. Bayou Billy
3. Cobra Triangle
4. Life Force
5. Ninja Gaiden
6. Faxanadu
7. Uncle Fester's Quest
8. Clash at Demonhead
9. Dragon Warrior

B. How satisfied are you with Nintendo Power magazine?
1. Very satisfied 2. Somewhat satisfied 3. Not satisfied

C. Do you plan to renew your subscription to Nintendo Power magazine?
1. Yes 2. No

D. How old are you? (Please indicate age group)
1. under 6
2. 6 – 11
3. 12 – 14
4. 15 – 17
5. 18 – 24
6. 25 or older

E. 1. Male 2. Female

Please use the list of game titles (1–112) on the next page to answer the following questions.
F. What two games would you most like to see reviewed in a future issue of Nintendo Power?
G. What three games are you planning to purchase next?
H. Please indicate, in order of preference, your five favorite games.

Answers to the Player's Poll

Name ______ Tele. ______

Address ______

City ______ State ______ Zip ______

Fun Club Membership No. ______

Please indicate your answer in the appropriate box that corresponds to the survey above.

A. a. ______ b. ______

B. 1. Very satisfied ______ 2. Somewhat satisfied ______ 3. Not satisfied ______

C. Yes ______ No ______

D. 1. under 6 ______ 2. 6–11 ______ 3. 12–14 ______ 4. 15–17 ______
5. 18–24 ______ 6. 25+ ______

E. 1. Male ______ 2. Female ______

F. Indicate Numbers 1–112 (list on next page) a. ______ b. ______

G. Indicate Numbers 1–112 (list on next page) a. ______ b. ______ c. ______

H. Indicate Numbers 1–112 (list on next page) a. ______ b. ______ c. ______
d. ______ e. ______

tear off here.

Back Issues/Order Form

For back issues of Nintendo Power use this order form.

If you missed these classic Nintendo issues, don't miss out! Your price as a subscriber is just $3.50 plus $1.00 postage and handling. See page 106 for more details.

☐ **Yes! I want to order some Nintendo Power Classics!**

Last Name ______ First Name ______

Street Address (P.O. Box) ______

City ______ State ______ Zip ______

Phone ______ Membership No. ______

Item		Price	Postage & Handling	Total	Qty	Total Amount
	Magazines					
#8452	Mar/Apr '89 Issue	$3.50	1.00	4.50	___	______
#8123	Sept/Oct '88 Issue	$3.50	1.00	4.50	___	______
#8124	Nov/Dec '88 Issue	$3.50	1.00	4.50	___	______
#8125	Jan/Feb '89 Issue	$3.50	1.00	4.50	___	______

Subtotal ______
Washington State residents ONLY add 8.1% sales tax (multiply subtotal by .081) Sales Tax ______
While supplies last! TOTAL ______

Please check method of payment: DO NOT SEND CASH!
☐ Check or Money Order (Payable to Nintendo)
☐ MasterCard ☐ VISA

Credit Card Number ______ Expiration Date ______

Name on above credit card ______

X ______
Signature of that person

Allow six to eight weeks for delivery.
If you are paying by credit card, check or money order, enclose this card along with your payment or credit card information in a stamped envelope, for your own protection, and mail to: Nintendo Power Magazine, P.O. Box 97033, Redmond, WA 98073-9733.

Valid in the USA only.

tear off here.

JAN / FEB PLAYER'S POLL CONTEST WINNERS

Grand Prize Winner

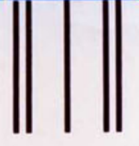
Bud	Herrick	Frewsburg	NY

Second Place Winners

Brian	Batty	Needham	MA
Marc	Cheatham	Glen Allen	VA
Robert J	Fazio	San Diego	CA
Jon	Grimke	New York	NY
Matthew	Jones	Kensington	CA
Sean	Millard	La Grange Park	IL
Steve	Shryock	Mission	KS
Tim	Stultz	Rio Linda	CA
Sean	Willes	Winter Park	FL
Phillip	Wortham	Sand Springs	OK

Third Place Winners

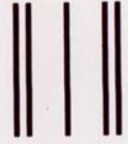
Travis	Allen	Atascadero	CA
Walter	Bahia	Bedford	MA
Jason	Bailey	Robbins	NC
Tony	Bitner	Elizabethtown	PA
Justin	Borevitz	Sam Marcos	CA
Kevin	Bowles	Portland	OR
Jason	Churchman	Adger	AL
Curt	Clark	Spring Lake	MI
Scott	DeMuth	Oregon	OH
Danny	Denubg	Whittier	CA
Kelly	Easley	Magnolia	MS
Matthew	Eckstein	Scarsdale	NY
Ryan	Erickson	Longview	WA
Mario	Farfan	Chicago	IL
Eduardo	Fimbres	South Gate	CA
Scott	Foe	Galloway	OH
Willian	Garrett	West Carrollton	OH
Scott	Guinn	Anderson	CA
Jason	Hanrahan	Sparta	NJ
Michael	Hardister	Memphis	TN
John	Hemmer	Chicago	IL
Brandon	Johnson	Mililani	HI
Eugene	Johnson III	Detroit	MI
Kevin	Johnson	Fargo	ND
Jeff	Jonas	Cypress	CA
Tracy	Kitchel	Mew Paris	OH
Megen	Lee	Rockville	ND
Joshua	Lopez	Bennion	UT
Brian	Majeski	Ronkonkoma	NY
Bob	Mathes	Youngstown	OH
Jeremy	Matthews	Seattle	WA
Chris	Mayne	Richmond	VA
Ernie	Moore	Oxnard	CA
Tim	Morris	Colorado Springs	CO
Brent	Myers	Portsmouth	VA
Chris	Prince	Ridgecrest	CA
Jonathan	Ragsdale	Dallas	TX
John	Rancourt Jr.	Libertyville	IL
Tivon	Rice	Eugene	OR
Brian	Sands	Fall River	MA
Steve	Schultz	Camanche	IA
Ricky	Segrest	Huntsville	AL
Jod	Seidel	Phoenix	AZ
Brandon	Simmons	Harrisburg	IL
Jeff	Terlizzi	Kings Park	NY
Julian	Wells	Kemai	AK
Todd	Wilson	Saucier	MS
David	Yoho	Ellington	CT
Michael	Zack	Trenton	MI
Kris	Zirkel	Sun City	CA



Place 25¢
Stamp
Here

Nintendo Power
P.O. BOX 97062
Redmond, WA 98073-9762





Place 25¢
Stamp
Here

Nintendo Power
P.O. BOX 97032
Redmond, WA 98073-9732

MAY/JUNE ISSUE PLAYER'S POLL GAME LIST

1 10-Yard Fight
2 1942
3 1943
4 720°
5 8 Eyes
6 Adventures of Dino Riki
7 Adventure of Lolo
8 Airwolf
9 Al Unser Jr.'s Turbo Racing
10 All Pro Basketball
11 Amagon
12 Athletic World
13 Back to the Future
14 Bad Dudes
15 Baseball Stars
16 Bases Loaded
17 Bayou Billy
18 Bionic Commando
19 Black Bass USA
20 Blades of Steel
21 Blaster Master
22 Bugs Bunny's Crazy Castle
23 Castlevania
24 Clash at Demonhead
25 Cobra Command
26 Cobra Triangle
27 Contra
28 Donkey Kong Classics
29 Double Dare
30 Double Dragon
31 Double Dribble
32 Dragon Warrior
33 Dr. Jekyll & Mr. Hyde
34 Fast Break
35 Faxanadu
36 Fester's Quest
37 Fist of the North Star
38 Friday the 13th
39 Ghosts 'N Goblins
40 Godzilla
41 Gun.Smoke
42 Hoops
43 Hudson's Adventure Island
44 Hydlide
45 Ice Hockey
46 Ikari Warriors
47 Indiana Jones & the Temple of Doom
48 Infiltrator
49 Jack Nicklaus' Great 18 Holes of Major Championship Golf
50 Jackal
51 John Elway's's Quarterback
52 Karnov
53 Kid Icarus
54 Kid Niki
55 Knight Rider
56 Kung Fu
57 Kung Fu Heroes
58 Legendary Wings
59 Life Force
60 Marble Madness
61 Mega Man
62 Mega Man II
63 Metal Gear
64 Metal Gear II
65 Metroid
66 Mickey Mousecapade
67 Mike Tyson's Punch-Out!!
68 Milon's Secret Castle
69 Monster Party
70 Muppet Adventure
71 NFL Football
72 Ninja Gaiden
73 One-on-One
74 Pro Wrestling
75 Rad Racer
76 Rampage
77 Renegade
78 Robocop
79 Rygar
80 R.C. Pro-Am
81 Sesame Street ABC
82 Silent Service
83 Simon's Quest
84 Snoopy
85 Spy Hunter
86 Spy vs. Spy
87 Stealth Eagle
88 Street Cop
89 Super Dodge Ball
90 Super Mario Bros.
91 Super Mario Bros. 2
92 Super Mario Bros. 3
93 Super Pitfall
94 Super Spy Hunter
95 Superman
96 T & C Surf Design
97 Tecmo Bowl
98 Teenage Mutant Ninja Turtles
99 Terminator
100 The Goonies II
101 The Legend of Kage
102 The Legend of Zelda
103 Three Stooges
104 Tiger-Heli
105 Top Gun
106 Track & Field II
107 Ultima
108 USA Bowling
109 Wheel of Fortune
110 Wizards & Warriors
111 Xenophobe
112 Zelda II-The Adventure of Link

MORE TO COME!

Official Rules (No Purchase Necessary)

1. To enter, just fill out the Player's Poll response card. Or, print your name and address on a plain 3×5 piece of paper and mail to:

   NINTENDO POWER
   P.O.Box 97062
   Redmond, WA 98073-9762

   One entry per person please. All entries must be postmarked no later than June 15, 1989. No responsibility is assumed for lost, stolen, or misdirected mail.

2. Winners will be selected in a random drawing from among all eligible entries received, on or about June 30, 1989. Winners will be notified by mail. By acceptance of their prize, winners consent to the use of their names, photographs, or other likenesses for purpose of advertising or promotion on behalf of "Nintendo Power" magazine and Nintendo of America Inc. without further compensation. Limit one prize per household. Chances of winning are determined by the total number of entries received. No substitution of prizes is permitted. All prizes will be awarded. A list of winners will be available after July 15, 1989 by sending a self addressed, stamped envelope to the address listed above.

3. Contest not open to employees of Nintendo of America Inc., their affiliates, agencies or their immediate families.

4. This contest is void where prohibited by law, and is subject to all federal, state, and local laws and regulations.





THE WORLD OF Nintendo

A WHOLE NEW WORLD

Wouldn't it be great if you could go into an awesome looking store that was virtually an entire world of Nintendo. Imagine being in a world where you could eat, drink, sleep, and wear Nintendo.

Well, you won't have to leave it to your imagination anymore! Before long, Power Players across the land will be able to shop for Nintendo Entertainment Systems (NES), the NES Advantage and the NES Max, Nintendo and licensee Game Paks, Nintendo approved accessories, as well as a variety of exciting products all in one place. You'll find these items in the WORLD OF NINTENDO, which refers to store departments specifically devoted to Nintendo and approved products.

WORLD OF NINTENDO boutiques will be popping up all over the country and will be easily recognized because of their impressive black and red, high-tech look. You'll find products that feature many Nintendo logos (including Nintendo Power) and include T-shirts, sweatshirts and other clothing, mugs, key chains, kites, suspenders, Game Pak carrying cases, sheets,



pajamas, underwear, sleeping bags, backpacks, stickers, caps, lunch boxes, stuffed toys, beach towels, posters, and much, much more. All of the items in the WORLD OF NINTENDO will be Nintendo approved and carry either the Official Nintendo Seal of Quality or be licensed by Nintendo of America Inc. to assure consumers that they are getting the real thing.

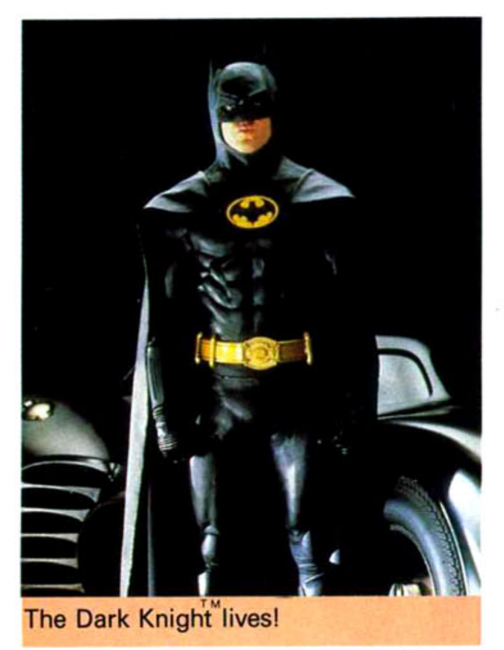
Many of the WORLD OF NINTENDO "stores" will feature displays which will let you preview games before you buy. This will be a big help in making those critical game decisions.







TM & © 1964 DC Comics Inc.

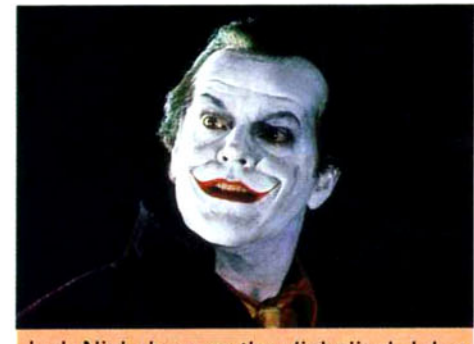

The Dark Knight™ lives!

"Villains are a superstitious, cowardly lot. I'll be an avenger of the night. But, I need a symbol . . ." Bruce Wayne, millionaire playboy, stated these words one fateful night while contemplating his decision to fight crime. At that moment, a bat from nearby caves flew in the window and the rest . . . is legend.

Batman made his first appearance in Detective Comics 50 years ago this May. Today, his popularity is as hot as ever. Sales of the Batman titles have increased significantly in recent years and "Batman," a big-budget major motion picture, is scheduled for release in June. And we mean BIG budget.

However, this is not the Batman that many may be used to from the campy television series of the '60s and subsequent reruns. This is a serious Batman who is serious about fighting crime. Dead serious. More closely following the original theme of the Batman in the early days, the film boasts the talents of Michael Keaton as Batman, Kim Basinger as Vicki Vale,™ and Oscar winner, Jack Nicholson, as a truly maniacal Joker.™ Also reminisient of the early years, the character of Robin, will not be present. Fans can expect, however, some hot stunt work and jazzy special effects.

Nineteen eighty-nine may well be the year of the Batman. Issue 600 of Detective Comics is scheduled to hit the stands soon, the movie is expected to be a summer blockbuster hit, and Power Players can look for a Batman video game by Sunsoft tentatively scheduled for release around October.

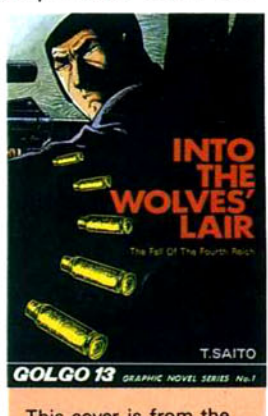

Jack Nicholson as the diabolical Joker.

WHAT'S NEW!

DUKE TOGO, SECRET AGENT: GOLGO 13

Big news at Vic Tokai! At press time, Vic Tokai was negotiating with a U.S. publisher to produce a regular monthly comic book based on the adventures of Duke Togo, alias Golgo 13. If all goes well, Vic Tokai (who also produced "Clash at Demonhead") is hoping for a June release date for the comic book. Duke Togo is the title character in the adventure Game Pak by Vic Tokai, "Golgo 13."

A part-time secret agent, Golgo 13 is by trade a professional assassin for hire. Though relatively new to Americans, Power Players may be surprised to learn that Duke Togo is the creation of Takao Saito, Japan premiere "gekigaka" or graphic novelist, and over the last 17 years, more than 70 million issues of Saito's 60 volume graphic novel series have been sold. You may find a few in bookstores that have been translated for American readers.



This cover is from the original series in Japan.



Star of 21 Jump Street Keeps Hopping With Nintendo

Holly Robinson

Her name is Holly Robinson, but you may know her as Judy Hoffs. She is the 24-year-old beauty who plays the only female cop in the hit series "21 Jump Street". While Holly holds her own on the set with an otherwise all-male starring cast, she also holds her own when playing Nintendo. In fact, she is a Nintendo "fanatic!"

Holly started playing Nintendo two years ago, when she first began working on the show. When she moved to Vancouver, Canada, (where "21 Jump Street" is filmed) she wanted to get her 12-year-old brother, Tommy, to come visit, so she bought him a Nintendo Entertainment System. It quickly became one of her favorite pastimes.

"Gumshoe is my all-time favorite game," says Holly enthusiastically, "but it's so hard! I haven't been able to save Jennifer—I don't even know what she looks like!" Often, Holly will get so absorbed in the game that she pauses it right before she goes to sleep at night, and then gets up in time to play before a day of filming. Believe it or not, her work day often starts as early as 5:30 a.m.

In addition to Holly's busy filming schedule and time spent playing Nintendo games, she is also recording her first album for Atlantic records. The album was due out this April, and if you listen closely you might recognize her voice, because Holly also sings the title song for "21 Jump Street." In addition to several ballads by the young actress/singer, expect to hear a lot of good dance music. But when she's not in the studio working on an album, you might just hear her humming the tune to The Legend of Zelda.



Holly keeps hopping with a hit show, a new album, and Nintendo.

THE ULTIMATE VIDEO GAME LOCKARM

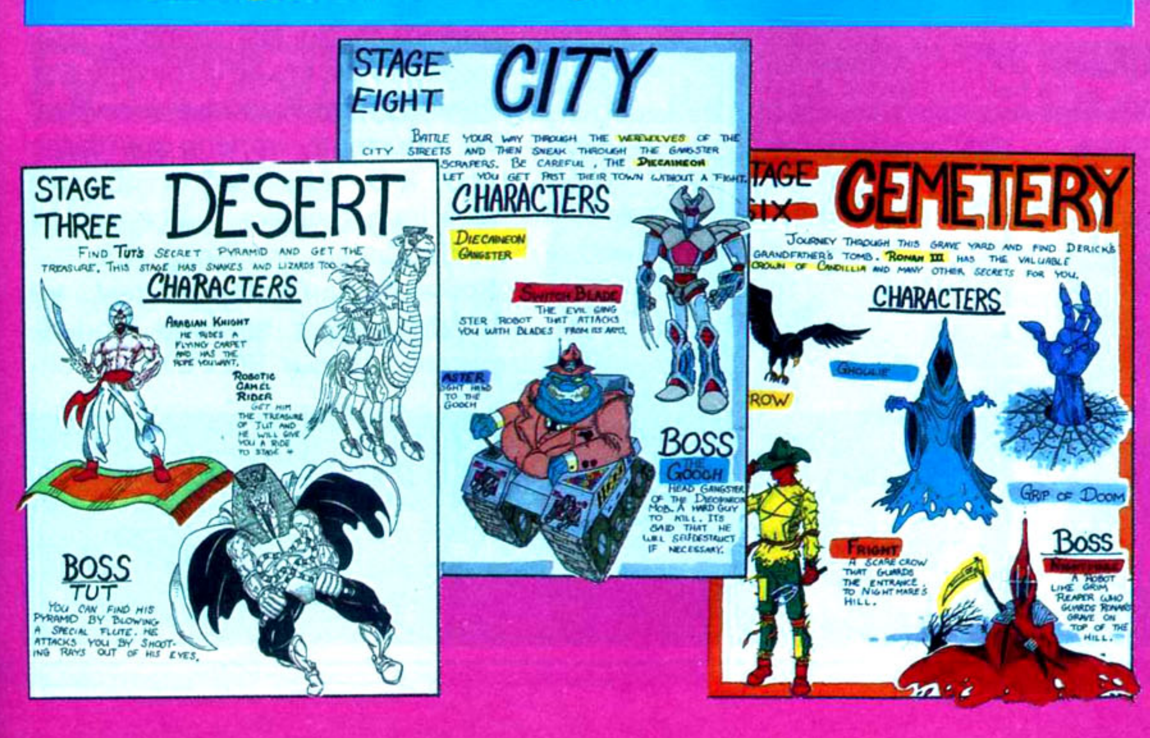
With his stunning entry of Lockarm for the Invent the Ultimate Video Game Contest, Jeffrey Scott Campbell of Aurora, Colorado blew our socks off and took a well deserved first place at the finals in Washington, D.C.



Jeffrey Scott Campbell unlocks his imagination

Peace reigns in the future world of Candillia—a peace maintained by the awesome power of the Lockarm sword. An heirloom of the royal house, the sword is hidden from all but the family. That is until Erik and Derick, twin sons of King Ronan IV and his wife, grow up and the secret of the Lockarm sword is revealed to Zorndolf, a mysterious wizard. Suddenly, the sky darkens, aliens appear from a fifth dimensional universe, and Derick is magically hurled across the breadth of Candillia. There, thieves steal the power rings of the Lockarm sword, dramatically reducing its power. It is up to Derick to cross the trackless wastes, the android inhabited cities, the ghoulish lands between, and to restore the Lockarm sword to its pedestal and save the world!

Imagine, 12 Stages of Adventure!





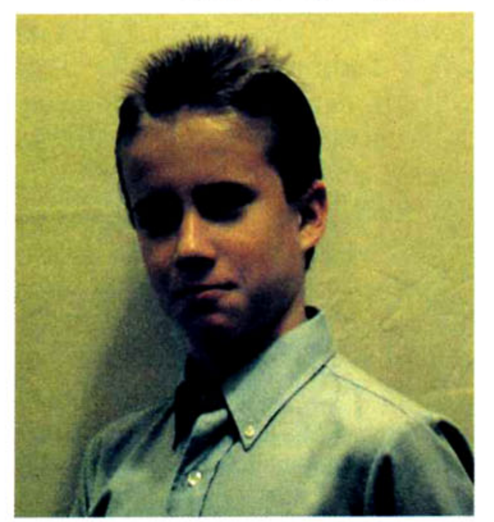
In his proposal, Scott specified characters, stages of the game, controller actions, and, of course, the exciting story. Although there are no plans to make Lockarm into an actual video game for the NES, Scott's great imagination and superb artwork rank with the best efforts of professional designers. And who knows, at 15 years old, Scott may become just that.

VIDEO SPOTLIGHT
POWER PLAYERS

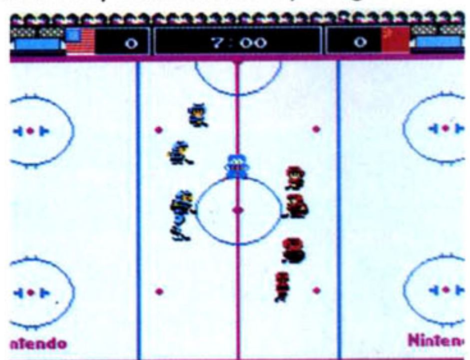
The spotlight's on you! We think you'll agree that these players possess video prowess!

I consider myself a Power Player. I just solved Zelda II-The Adventure of Link in a week and a day. This is just one of my many accomplishments. I've solved Super Mario Bros., Jackal, Legend of Zelda, Jaws, Renegade, Legend of Kage, Ikari Warriors, and Goonies II. I have also beaten Mike Tyson in Mike Tyson's Punch-Out!! and finished Metroid and Kid Icarus six times. I've also reached the end of Rush 'N Attack and Castlevania.
Zelda II-The Adventure of Link is my favorite game. It was very challenging and fun. It was my ambition to solve it in record time, and I did it! Later I solved it in an hour and 40 minutes without continuing. I plan on getting Super Mario Bros. 2 and Castlevania II-Simon's Quest soon. I've always been good at video games.
My best tip for Zelda II is to get the hammer in Spectacle Rock. Meet Bagu, a villager in the woods north of the river, to get a note to cross the river near Saria. Keep on fighting to get the hammer. It opens up all new roads.

Jeremy Albert
Tarpon Springs, FL



I received my Nintendo last Christmas and ever since then, I've been tackling every game I can get my hands on! Of these games, I have conquered many, and this is why I consider myself a Power Player.
I have conquered The Legend of Zelda, Metroid, Contra, Commando, Ghosts 'N Goblins, Ikari Warriors, Top Gun, and many more.
I have never played a dull or boring Nintendo game. I am planning on purchasing Ice Hockey soon.
I would also like to compliment you on your Game Play Counselors. They are always very nice to me and you can ask them questions on anything and any game. Once I asked them what future Nintendo games are coming out, and they told me every single one!



Anthony W. Aymond
Opelousas, LA

I am writing to tell you of an incredible Nintendo player. His name is Brian Decker, age 13, and he is my son. He currently owns 23 Nintendo games purchased with his own hard-earned money. I am sure that he has unusual talents in conquering Nintendo games because he receives three or four calls per day from friends of all ages for advice. Among the callers is an anesthesiologist who tracked Brian down through the school district.
Last spring we visited our local toy store in Palo Alto. There were a few adult Nintendo aficionados, including the store manager, attempting to make headway with Mike Tyson in Mike Tyson's Punch-Out!!, but failing miserably. Brian announced that he had conquered Tyson. They said, "Sure, kid." Brian stepped up to the NES and took control. In a few minutes, Brian had knocked out Tyson. Needless to say, Brian felt great about that, especially in front of an audience.
Among other games, Brian conquered Zanac last summer. The local kids tell me he is the only one they know of who has done this. He is currently working on Athena and 3-D WorldRunner. Brian's favorite games are The Legend of Zelda, Zanac, and Golgo 13.
Some of Brian's other interests are building paper airplane models, playing with our IBM PCXT, watch-



Calling all Power Players

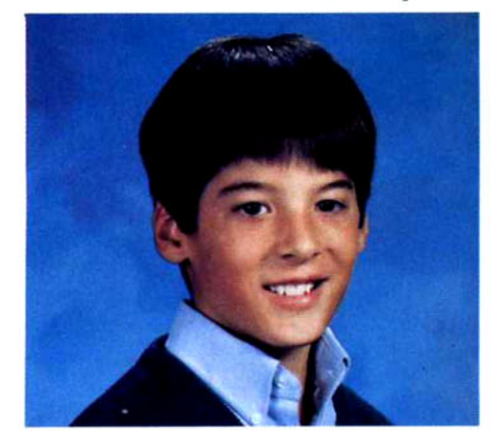
Would you like to see your name up in lights? Send us a letter and pictures recounting your own video achievements (or a friend's).
We'll profile several Power Players in each issue.



ing video movies, ice skating, skiing, and bowling. Brian would like to design Nintendo games when he is older.

In conclusion, I would like to congratulate Nintendo for creating a constructive pastime for kids!

Ron Decker
Portola Valley, CA



When you asked for Power Players, my uncle and I got together with the rest of the family and friends to set up our NES Defeating Force Club. We now have a total of 14 members. We have many cartridges and are getting more all the time. For almost two months we competed for our First Annual Power Player. We chose my uncle (an all around good guy), Ronald E. Munar. He has to be the best player in Pasedena. I have not seen anyone beat him yet. I guess that's why we unanimously nominated him for president of our club.

All of us put together can't beat him. Outsiders can't beat him. He's always the life of the party. He causes a lot of excitement, especially when he plays Super Mario Bros. When he has a large audience, he plays his "exhibition game"the long way, with no warping. Every one gets quite a thrill! Ronald was the first person we know to defeat Mike Tyson in Mike Tyson's Punch-Out!!, the first to complete Rad Racer, the first to enter the Second Quest in The Legend of Zelda, the first to defeat Red Falcon in Contra, and the first to defeat Grumple Grommit in Bubble Bobble. He also has the fastest time in Spy Vs. Spy.



He's fit for the job of being our president. He sets up our meetings and gaming dates, the whole kit and caboodle. We usually have our meetings every other week if all is well. We are constantly working on projects such as doing chores, to earn money to increase our club's library of Game Paks.

Ronald says his favorite game is The Legend of Zelda, because it challenges your reflexes and patience. Ronald is also a Cadet Commanding Officer in his high school ROTC unit.

Myra P. Rondilla
Pasedena, CA

Power Player Profile : Brian Michaels

Age: 13
City: Kingston, NY

Favorite game: I like Metal Gear because of the great variety of weapons and equipment that Solid Snake can obtain and use.

Outstanding Accomplishments: I have beaten Double Dragon, Super Mario Bros., Contra, Ice Hockey, Goonies II, Rygar, Kid Icarus, Zelda II-The Adventure of Link, and Metal Gear. I am also close to beating Mike Tyson's



Punch-Out!!, Solomon's Key, Section Z, Castlevania, and The Legend of Kage.

I am probably most proud of myself for defeating Metal Gear and Double Dragon. Both were hard at first but with lots of practice, my skills improved.

Other Interests: I enjoy reading and playing Chess. I'm a First Class Scout, and every Thursday I attend my Boy Scout meeting. I enjoy sports such as volleyball, soccer, tennis, baseball, and some football. My favorite basball team is the New York Mets.

Future NES Games: Bionic Commando and Super Mario Bros. 2.



NES ACHIEVERS

Here they are, the hottest scores around! If you'd like to share your best scores with the readers of Nintendo Power, send them in! You could be the next NES Achiever!

1942

Steve Eckstein	Massillon, OH	999,950
Brian Hanks	Kansas City, MO	999,950
Jim Hocksprung	Miltona, MN	999,950
Dan Pierron	Dayton, OH	999,950
Matt Roasch	Wisc. Rapids, WI	999,950

1943

Brian Chernicky	Bonsall, CA	8,404,000
Tracy J. White	Chillicothe, OH	2,310,100

ARKANOID

Jack Wang	Findlay, OH	820,420
John Crow Jr.	Lawson, MO	787,660
Pam Wenger	Santa Maria, CA	780,860

BIONIC COMMANDO

Jon Naugle	Hayward, CA	Finished
Lee Reed	Rigby, ID	Finished
Mike Malto	Warner Robins, GA	Finished
Walter Avalos	Los Angeles, CA	Finished

BUBBLE BOBBLE

Mark Drapa	Streator, IL	1,946,300
Mike Taylor	Seattle, WA	1,162,620

CASTLEVANIA

John McCarthy	West Warwick, RI	999,990
Javier Martinez	Chicago, IL	999,970
W.W. Snuffer	Eccles, WV	999,970
Jeff Taylor	West Bloomfield, MI	999,920

CASTLEVANIA II-SIMON'S QUEST

David Lowsky	Studio City, CA	Finished
Josh Abrams	Los Angeles, CA	Finished
David Minter	Owensboro, KY	Finished
Michael Butash	Phoenix, AZ	Finished
Ryan Southard	Lenoir, NC	Finished

COMMANDO

Allen Baker	Kannapolis, NC	999,950
David Bubbs	Annville, PA	999,950
Tony Evans	Suwanee, GA	999,950
Viny Longo	Oakville, CT	999,950
Demond Roberson	Walnut, CA	999,950

CONTRA

John Alvarado	San Antonio, TX	6,553,500
Paul Barry III	Wichita, KS	6,553,500
Todd Buckman	Bellevue, WA	6,553,500
Ryan Graham	Salt Lake City, UT	6,553,500
Robert Harwood/Dan McGilvray	Los Gatos, CA	6,553,500
Kirt Skinner	Kansas City, MO	6,553,500
Eric Tietjen	Liverpool, NY	6,553,300
Matt Tschetter	Englewood, CO	6,553,500

DR. CHAOS

Donnie Robertson	Nashville, TN	Finished

DUCK HUNT

Tim Belanger	Southfield, MI	999,900
Jon Heine	St. Helena, NE	999,900
Ryan Iguchi	Eltoro, CA	999,900
Michael King	Randolph, MA	999,900
Jeff Poltis	Hinckley, OH	999,900
Shannon Revers	Algonac, MI	999,900
Scot Selznik	Jalencia, CA	999,900

GALAGA

Ken White	Nikiski, AK	4,229,670

GOLF

Glenn Arthur	Tulsa, OK	-23	49
Jeremy Googe	Rome, GA	-23	49

GOLGO 13

Eric Smith	Vandalia, OH	Finished
Jean Desrosiers	Westport, MA	Finished

GRADIUS

Danny Adams	Kent, WA	9,999,990
Edward Lan	Rancho Palos Verdes, CA	9,999,990
Howard Moneta	Santa Monica, CA	9,999,990
John Rich	St. Louis, MO	9,999,990

IRON TANK

Bill Derouin	Providence, RI	Finished

PLAYER'S FORUM

JACKAL

Rick Stellick II	LaCrescent, MN	1,094,850

LEGEND OF KAGE

David Maynard	Marthasville, MO	4,076,670

KARATE KID

Mark Swinning	Waverly, OH	9,999,900

KID ICARUS

Pam Francis	La Quinta, CA	9,999,999
Billy Fuller	San Antonio, TX	9,999,999
Tony Kamendat Jr.	Goodells, MI	9,999,999
Stephen Shelton	Cochranville, PA	9,999,999
Steve Shelton	Cochranville, PA	9,999,999
Donald Sims	Graham, TX	9,999,999

LEGENDARY WINGS

Matthew Dengler	Dobbs Ferry, NY	5,417,200
Bryce Vickmark	Jordan, MN	5,002,500
Gary Kee	Hillsboro, OR	2,796,700
Jeff Markum	Huntington, WV	2,456,900

MAG MAX

Jesse Rushing	Marietta, OK	295,500
Eric Olenslager	Lake Oswego, OR	281,100
Leslie Pechacek	Axtell, TX	260,000

MEGA MAN

Hai-En, Hai-Mong Peng and Chris Sklad	Oakridge, TN	5,700,000
John Rutkowski	Naperville, IL	4,842,000
Andy Kurzym	Sterling Hts., MI	3,235,000
Ray Womack	Morgantown, KY	3,546,300

MICKEY MOUSECAPADE

Matt Mitschke	Menomonee Falls, WI	999,900
Nick Morris	Assonet, MA	532,600
Chris Cheatham	Plano, TX	488,400
James Kirby	Littleton, CO	426,900

R.C. PRO-AM

Mike Higbee	Bethpage, NY	504,620
Sean Caturegli	Reno, NV	338,739
Grant Evans	Marshfield, MO	338,696
Michael Kenning	Granada Hills, CA	337,100
Brent Steenhoek	Leighton, IA	332,957
Doug Plamondon	Muskegon, MI	325,993
Douglas Adams	Kalamazoo, MI	323,000

RAMPAGE

Matt Meiers	Kenosha, WI	1,149,900

RUSH 'N ATTACK

Karlo Diaz	Calexico, CA	9,999,990
Leui Lowe	Bellvue, WA	6,458,300
Shawn Oleson	Roundrock, TX	4,183,640
Philip Conway	Seattle, WA	4,113,900

SOLOMON'S KEY

Howard Hudimatch	Northfield, CT	15,200,120
Mark McReynolds	Creve Couer, MO	12,431,980
Nancy M. Lane	Bend, OR	12,192,830

STAR FORCE

Masayuki Tanaka	Vienna, VA	2,287,300

STINGER

Myrna Burge	Santa Ana, CA	4,716,800
Harry Gonzales	Calumet Park, IL	4,030,000
Andrew Gaffner	Signal Mountain, TN	3,673,100
Jamie Shafer	Scottsdale, AZ	3,231,800

SUPER MARIO BROS.

Jeff Benson	New Paris, IN	9,999,950
Peter Bonet	Bronx, NY	9,999,950
Leo Duell	Madison, WI	9,999,950
Lauren Ferman	Nanuet, NY	9,999,950
Kerry Humpherys	Orem, UT	9,999,950
Joshua Kusturin	Springfield, IL	9,999,950

T & C SURF DESIGNS

Jeff Adkins	Jacksonville, FL	999,999
Eddie Barnett	Springfield, IL	999,999
Robert Fernandez	Bellevue, Wa	999,999
Michael Selson	Great Neck, NY	999,999
Jason Stafanski	Renton, WA	999,999
Nick Williams	Newark, OH	999,999

TOP GUN

George Tindall Jr.	St. Helens, OR	507,000
John Switzer	Romoland, CA	200,300
Julius Calderon	Sandy, UT	168,000
Ronald Reeves	Cerritos, CA	163,400

TRACK & FIELD

George Hall Jr.	Corning, NY	999,999
Marty Herold	Topeka, KS	999,999
Scott Hughes	Owensboro, KY	999,999
Dennis Kopec	Stamford, CT	999,999

WIZARDS AND WARRIORS

Nathaniel Dunlap	Bedford, NH	999,999
Homan Mirzai	Tempe, AZ	999,999
Perry Rutherford	Los Alamos, NM	999,999
Kevin Townsend	Laconia, NH	999,999

XENOPHOBE

Clayton Barnes	Angleton, TX	999,990
Dan Eddy	Streamwood, IL	999,990
Chuck McCormick	Galveston, TX	999,990
Karl Mulhern	Houston, TX	999,990
Eric Ritter	Battle Creek, MI	999,990
David Towne	Traverse City, MI	999,990

ZANAC

Shawn McCleskey	Jonesboro, AR	99,999,990
Shawn Wynn	Bronx, NY	15,576,490
Larry Curtiss	Alexandria, OH	16,721,450

Send your high Score and be a Power Player!

Have you been bragging about your great scores lately? Why not send them in and see how they stack-up against the best players from Coast-to-Coast?

Send your Screen Photos to:
Nintendo Power
NES ACHIEVERS
P.O. Box 97033
Redmond, WA 98073-9733

Sorry, photos submitted to Nintendo Power cannot be returned.



A LOOK INTO THE FUTURE OF NES GAME PAKS

Time for a basketball update. Here's the latest with what's going down in the B-Ball world and we'll also give you a free shot at some of the graphics. All Pro is the only new Game Pak featuring traditional basketball, with the others you'll find some great individual-type court action. For instance . . .



This hot Game Pak is from Jaleco, who has proven their sports prowess with Bases Loaded and Racket Attack. Of the new games, it boasts the most characters with very distinctive abilities. Play feel is top notch and the board approach close-up even shows the individual characters in slo-mo. It will also be the first one to hit store shelves, sometime in June.



Jumping in on games down at the schoolyard is always the most fun.

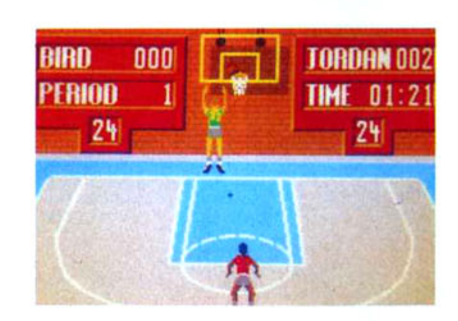


ALL PRO BASKETBALL

This B-Ball offering from Vic Tokai, doesn't have as many options as some, but does offer regular basketball with all of the fast paced action of a real game and the coolest close-up during a slam-dunk.

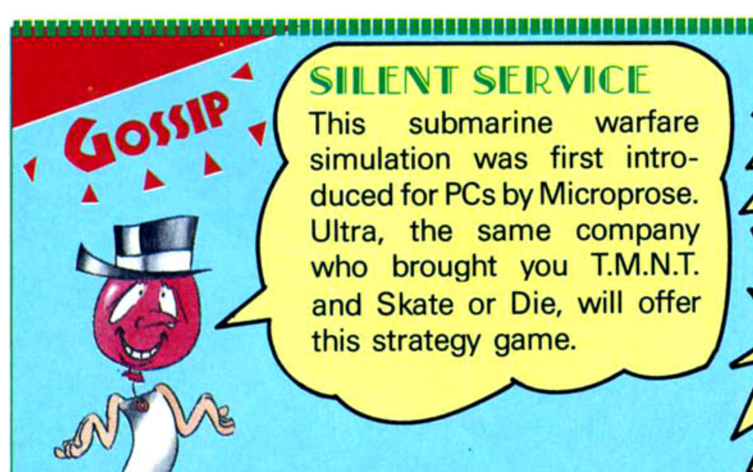
MAGIC JOHNSON'S FAST BREAK

There's a mode which allows a player to take on the computer by himself and one which lets a pair of Power Players challange the computer to some driving Two-On-Two.



ONE-ON-ONE

Milton Bradley produces this Game Pak bearing the names of both Michael Jordan and Larry Bird. It has several modes to choose from including pitting Jordan against Bird in one-on-one, a free-style slam dunk challenge, or a 3-point contest.



SILENT SERVICE

This submarine warfare simulation was first introduced for PCs by Microprose. Ultra, the same company who brought you T.M.N.T. and Skate or Die, will offer this strategy game.

GODZILLA

We mentioned this one—new from Toho—last issue. We've now got this screen shot and the graphics look cool. Game play has Godzilla and the gigantic butterfly-like monster, Mothra, defending Earth from invading aliens and their local corresponding monsters.

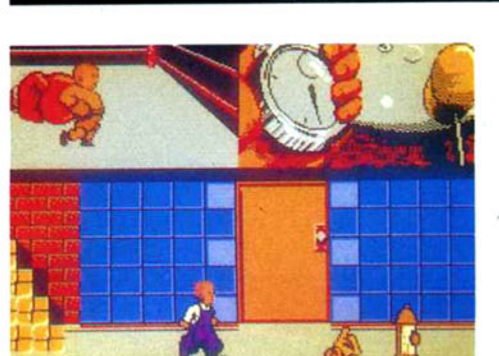


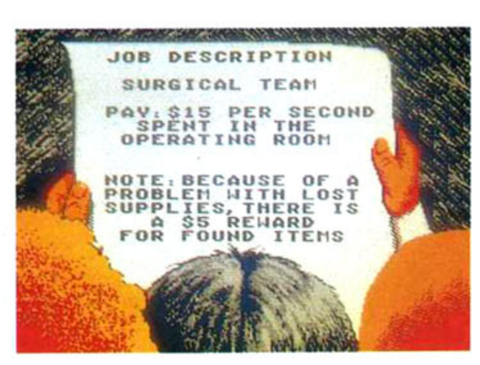




THE THREE STOOGES



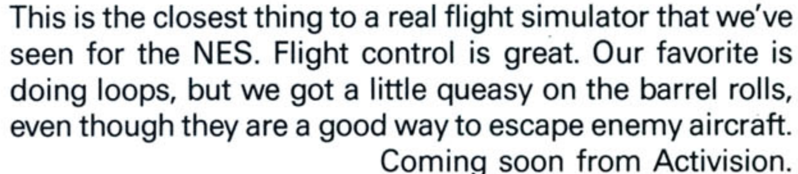




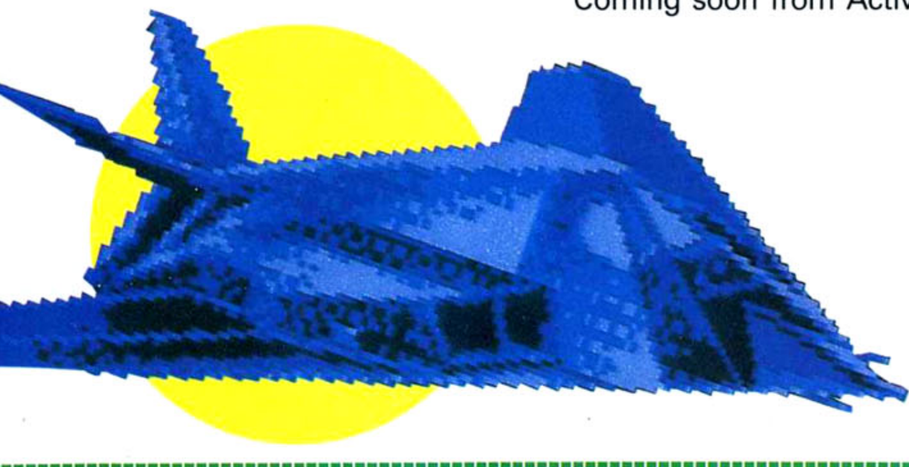
We got to play a bit of this one and we are happy to report that Activision has done its homework with this faithful version of a Three Stooges adventure based on several of their real reel episodes. Look for authentic sounding Stooges' voices (Nyuk! Nyuk!) and some board shots that are nothing short of extraordinary by late summer.

STEALTH ATF

This is the closest thing to a real flight simulator that we've seen for the NES. Flight control is great. Our favorite is doing loops, but we got a little queasy on the barrel rolls, even though they are a good way to escape enemy aircraft. Coming soon from Activision.







GOSSIP

BACK TO THE FUTURE

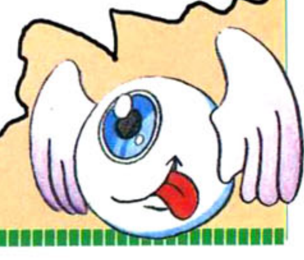


This one from LJN is based on the hit movie from a few summers back. It has that distinctive LJN style and an interesting "timer" which is a fading picture of Marty's siblings. Check out this screen shot.

DOUBLE DARE



Gametek is continuing their string of Game Paks based on TV game shows with Double Dare. The best part of these video "physical challenges" is that clean-up is a snap.





INFILTRATOR

Mindscape proved they can make a terrific mission game with Indiana Jones and the Temple of Doom. Following that success, they are coming out with Infiltrator which offers a one-man mission to sneak into an enemy stronghold and uncover, discover, and recover secret items. There is also a flight mission mode reminiscent of Top Gun.

720°

The people at Mindscape certainly seem to be busy these days. Besides Infiltrator, they'll be bringing you an NES version of the arcade blow-out hit, 720°. Look for some gnarley ramps that are sure to burn your thrashin' act. There'll be stores where you can buy knee pads and other righteous stuff. But watch the little "skate or die" nasty with the bad attitude. Control feels pretty good, but the ramps will take practice.

GOSSIP

SHORT ORDER/ EGGSPLODE & TRICK SHOOTING

Nintendo has a few games in the works for use with its newer accessory controllers. Short Order/Eggsplode is a Two-Games-in-One Pak which will be played using the Power Pad. Trick Shooting will utilize the Zapper Light Gun. We're hoping for an '89 release.

RESCUE RANGER & DUCK TALES

We mentioned some Disney oriented titles by Capcom last time. Well, we can now tell you that Rescue Rangers is based on a Chip and Dale cartoon series premiering in the fall. And check out Scrooge McDuck in this screen shot from the Game Pak, Duck Tales. Well done, Capcom. We quacked up.

POWER TO THE PEOPLE



GET READY FOR HIGH TECH HIP!





THE POWER GLOVE

Here's a little more info on this new dimension in video game play control. You wear Mattel's Power Glove as you would a regular glove and feel like you're actually driving a race car or clench your fist and box your video opponent. The Power Glove also utilizes control buttons on the wrist. So far the series of Game Paks especially designed for use with the Power Glove include manipulator, Maze Ball and Glove Pilot. Still scheduled for early '90—more details to come.



U-FORCE

Another soon-to-be-released controller which allows new dimensions in game play involvement is U-Force by Broderbund. U-Force is a controller which senses the movements of your body and hands and allows you to control the on-screen action with your movements. For the beginning Power Player, there are accessories like the grips and T-bar which act like "training wheels" holding your hands in place to help perfect game play. U-Force is compatible with most Nintendo Game Paks. Be on the look-out for games that will take special advantage of the U-Force controller. The suggested price is $69.95 and you can look for a national release toward the end of summer.





GAME BOY

Have you ever secretly dreamed that you could put your NES in your pocket so that you could play it wherever you go? (So have we.) Well, our dreams are about to come true as Nintendo will soon be introducing Game Boy. It is a portable game system that is about the size of a Walkman and uses interchangable Game Paks. Titles already announced are Super Mario Land, Alleyway, and Baseball. There is an incredible network feature that allows you to hook two Game Boys together. You'll get an all new type of two player competiton as you each view the action on your own screen. Game Boy will also feature built-in game play controls and personal earphones that transmit STEREO SOUND! Scheduled for late summer. Hot. Very hot.





GOSSIP GALORE

The Gossip Gremlins have been out in force and have come up with oodles of good gossip this time around, so let's get right to it.

Hot Tickets

ADVENTURES OF DINO RIKI

From those wizards at Hudson. Word has it that this is a caveman epic similar to Adventure Island.

8 EYES

The title sounds ominous. Cool. We hear it plays like Castlevania II. Cool again.

Sequel City

SUPER MARIO BROS. 3

Mario will be able to fly, using a racoon tail as a propeller. Trust us. We'll tell you everything as soon as we can. Keep reading Nintendo Power for the latest.

SUPER SPY HUNTER

The people at Sunsoft are hard at work on this long-awaited sequel.

Jr.Power Players

SNOOPY

Good Grief! We wondered when someone would make a game about the world's most famous beagle and Seika is on top of it.

SESAME STREET ABC

Still planned for '89 release by Hi-Tech Expressions, who did such a great job with Sesame Street 123.

MUPPET ADVENTURE

The Muppets and the NES. Now that's what we call a "Rainbow Connection." Also coming from Hi-Tech.

Sports Section

AL UNSER JR.'S TURBO RACING

It's endorsed by one of racing's greatest and most winning dynasties. We are impressed. From Data East.

JACK NICKLAUS' GREATEST 18 HOLES OF MAJOR CHAMPIONSHIP GOLF

After we told you the name, there was only room to say, "It's from Konami."

Off the Wall

USA BOWLING

From Coconuts, a new licensee. We figure no pastime is "spared" from being turned into an NES version. Strikes, splits—maybe even league play—will be included.

BLACK BASS USA

We can't figure out how one makes a video game about fishing? Can you? Better yet, *why* does one make a video game about fishing? For the halibut? We're angling for more info from Hot B.

NES PLANNER

MAY

- Adventures of Bayou Billy
- Cobra Triangle
- Teenage Mutant Ninja Turtles
- John Elway's Quarterback
- Hydlide
- Defender of the Crown
- The Legacy of the Wizard

JUNE/ JULY

- Adventure of Tom Sawyer
- Airwolf
- Baseball Stars
- Desert Commander
- Faxanadu
- Flying Dragon
- Mega Man II
- Monster Party
- Nobunaga's Ambition
- Street Cop
- Strider
- Super Dodge Ball
- Hoops
- Bad Dudes
- Dragon Warrior
- Ninja Taro

GAMES SLATED FOR THE FUTURE

- Bugs Bunny's Crazy Castle
- Guerilla War
- Shooting Range
- Adventures of Dino Riki
- 8 Eyes
- Trick Shooting
- Short Order/Eggsplode
- Duck Tales
- Rescue Rangers
- 720°
- Infiltrator
- Double Dare
- Back to the Future
- Stealth ATF
- The Three Stooges
- Godzilla
- All Pro Basketball
- Magic Johnson's Fast Break
- One-On-One
- Silent Service
- Super Mario Bros. 3
- Super Spy Hunter
- Snoopy
- Sesame Street ABC
- Muppet Adventure
- Al Unser, Jr.'s Turbo Racing
- Jack Nicklaus' Greatest 18 Holes of Major Championship Golf
- USA Bowling
- Black Bass USA
- To the Earth
- World Class Track Meet





COMING UP NEXT IN THE JULY/ AUGUST ISSUE OF NINTENDO POWER!

MEGA MAN II

Happy Birthday to Nintendo Power! We celebrate our first year anniversary with a blow-out Mega Man II knockout cover and mega-review.

DRAGON WARRIOR

You'll follow in the footsteps of your ancester, Erdrick the warrior-sage in our adventurous review of Dragon Warrior, the game that is already a legend in Japan.

STRIDER

Join the most intensely trained high-tech espionage commando unit in the galaxy with our riveting review of Strider.

FAXANADU

The elves are having a bad day, but our hot review of Faxanadu is just the ticket you'll need to bring peace to the Elf Kingdom.

PLUS: More with previews of Robocop, Who Framed Roger Rabbit?, Duck Tales, and Ironsword, our regular basket of goodies, and some anniversary surprises!

PLUS!
FREE SUPER MARIO BROS. 2 TIP BOOK
36 POWERFUL PAGES!

To our readers:

Busy, busy, busy. There is so much happening right now in the video game industry, it's dizzying. Since the Consumer Electonics Show in January, we've seen some interesting innovations, some spectacular inventions, and lots and lots of games, all in various degrees of development.. Right now, we are just innundated with information and are busy trying to organize it all. But don't worry. We are passing it all along to you as quickly as we can. Nowhere else but in Nintendo Power, can you find all this inside info in one place.

Speaking of Nintendo Power, next issue we celebrate our first anniversary. Where has the time gone? It's been a great year with Nintendo Power, hasn't it? Together, we've reviewed some state-of-the-art games and equipment, learned a lot about the video game business, and met some pretty interesting characters like Nester and Captain Nintendo. I think more than anything else that we've learned this year is that just when you're beginning to think there couldn't possibly be anything more, or bigger, or greater, something happens and you find there are whole new worlds to conquer and new challenges to present themselves. Truly, we are limited only by our imaginations in the video game business. Come to think of it, that is the only real limit in life. See you next time.

P.S. Don't forget to renew your subscription to Nintendo Power!

See you in July!

Howard W Phillips

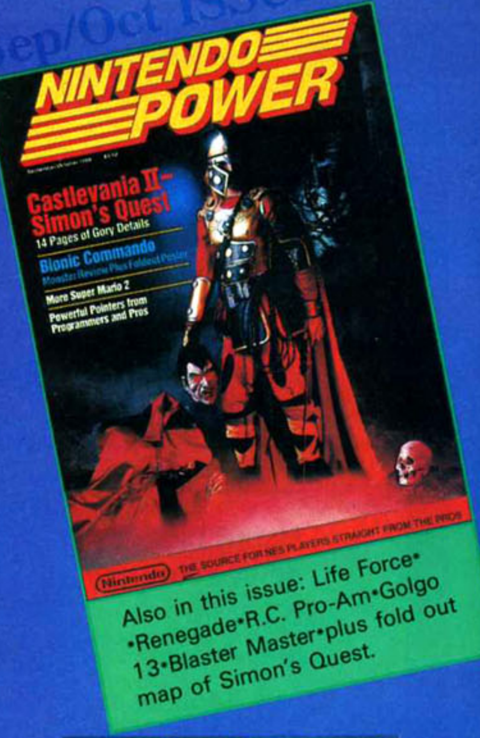
NINTENDO POWER™



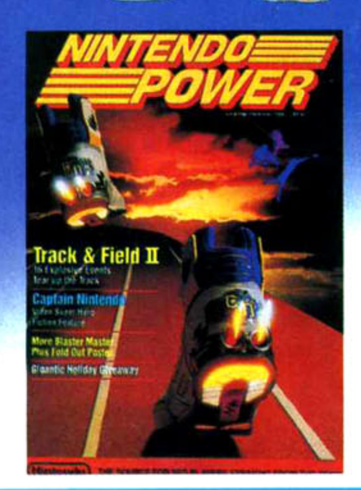
Back Issues Available Now!

Collectible Favorites: By popular demand, we are offering Nintendo Power subscribers only a chance to order these four classics. Packed full of in-depth game reviews, tips and tricks. To get your back issues, fill out the order form on page 89.

Sep/Oct ISSUE



Also in this issue: Life Force•Renegade•R.C. Pro-Am•Golgo 13•Blaster Master•plus fold out map of Simon's Quest.



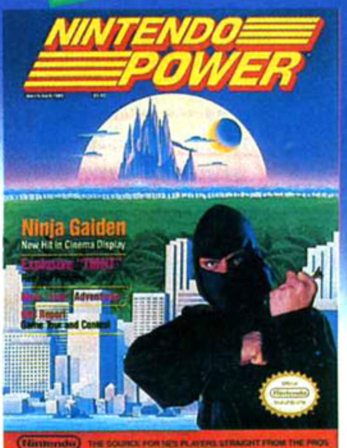
Also in this issue: Blaster Master••Anticipation•Blades of Steel•Cobra Command•Racket Attack•Mickey Mousecapade•plus fold out Blaster Master Poster

Nov/Dec ISSUE



Also in this issue: Wrestlemania••Sesame Street 1.2.3.•Marble Madness•Operation Wolf•Metal Gear.

Jan/Feb ISSUE



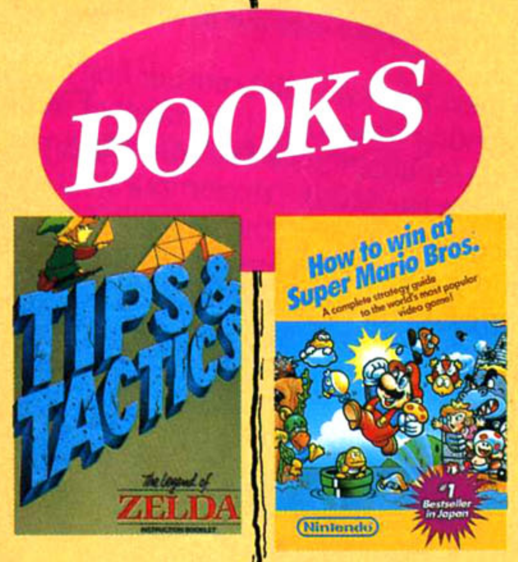
Also in this issue: Hudson's Adventure Island•Strider•Cobra Triangle•Bayou Billy•plus foldout Strider poster and The Complete NES Game Directory.

Mar/Apr ISSUE

BOOKS

Zelda Tips & Tactics

Success Story: Here's just what you need to conquer the evil and mysterious Gannon. You'll discover shortcuts. Find out how to get information. And discover clever ways to conquer enemies and save the Princess! To receive this booklet for $4.95, just fill out the order form on page 89.
102 pages



Super Mario Tips

How to Win at Super Mario Bros. Strategy Guide: Here's just what you need to find your way through the exciting worlds and levels of Super Mario Bros. Find out how to get past Bowser. Get extra lives. Warp into new worlds. Discover hidden surprises with tips that work like magic. To receive this booklet for $4.95, just fill out order form on page 89.
112 pages

Get a free Team Power Tip Poster and help a friend earn his wings!

Detach this card, enclose it in a stamped envelope for your own protection and mail it to:
Nintendo Power Magazine
Attn: Subscription Dept.
P.O. Box 97043
Redmond, WA 98073-9743



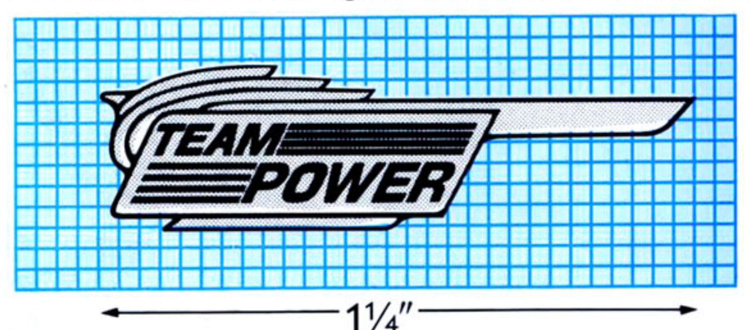
Here's the best way we know to get your friends to stop borrowing your copy of Nintendo Power.™ Have them get their own subscription to the direct connection to the pros at Nintendo Headquarters. It's the only place you can get superior playing skills and smarter game selection.

You both win!

When your friend signs the card below, he earns his bronze Team Power Pin (plus he saves $6 off the regular cover price). And at the same time, we send you a big, free Team Power full-color poster for your wall. It's full of incredible tips you can't get anywhere else! A bronze, single-winged pin is for new subscribers.

The buddy system.

Tear off the section below and fill out your name, address and Member Number first. Then give it to your friend and have him fill out his portion of the card. Next, all he has to do is put it in a stamped envelope for his own protection and mail it to: Nintendo Power Magazine, Attn: Subscription Department, P.O. Box 97043, Redmond, WA 98073-9743.



1¼"

For Your Friend (the new subscriber):

Fill out for free Team Power Pin and $6 savings!

☐ **Yes,** I want the strength of Nintendo Power behind my game. I understand that if I subscribe now, I pay just $15 for 6 issues (a $6 savings off the cover price) and receive my free Team Power Pin. (Washington State residents add 8.1% sales tax: total $16.22.) Offer valid in U.S.A. only.

Please print and use ink.

Are you a Nintendo Fun Club Member? ☐ Yes ☐ No

If yes, what is your Membership #? **(Important)**

0 _ _ _ _ _ _ _ _ _ — _

Name

Address

City State Zip

I'm paying for my subscription by (check one):

☐ Check or Money Order (Payable to Nintendo)

☐ MasterCard ☐ VISA

Card Number Expiration Date

Name on card

Signature of that person

For You

(the Nintendo Power subscriber): Fill out first for your free Team Power tip poster.

Send my Team Power poster to:

Name

Address

City State Zip

Member Number **(Important)** 0 _ _ _ _ _ _ _ _ _ — _

(It's the MBR # above your name on the address label on the back of the magazine.)

Allow six to eight weeks for delivery.

If you are paying by credit card, check or money order, enclose this card along with your payment or credit card information in a stamped envelope, for your own protection and mail to: Nintendo Power Magazine, Attn: Subscription Dept., P.O. Box 97043, Redmond, WA 98073-9743.

Why not call toll-free and subscribe immediately by credit card!

(The Nintendo representative will need to talk to the person whose name is on the card.)

1-800-422-2602

Call this number to respond to the special "buddy offer" only.

Wings for a friend.

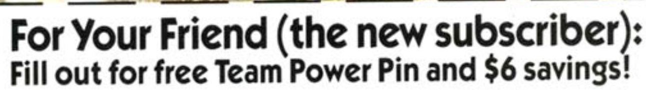
Share the Power.

You already have your direct connection to the pros at Nintendo. You're on your way to becoming a video master. So why not introduce a friend to the powers of Nintendo—for the superior playing skills and new Game Pak information you can get only from Nintendo Power™ magazine.

Help someone else get the Power and earn his wings. If you get him to subscribe, he'll receive a free bronze Team Power Pin in recognition of his first 6 issues of Nintendo Power.

All your friend has to do is subscribe now for 6 big issues at $15, a $6.00 savings off the cover price. We'll start his subscription and send him a bronze Team Power Pin.

What's in it for you? When he fills out the coupon below, make sure it has your name, address and Member Number on it in the space provided and we'll send you, **free**, a colorful Insiders Game Tip Poster. It gives you eight of our hottest tips and is available only to subscribers.



For Your Friend (the new subscriber):

144

Fill out for free Team Power Pin and $6 savings!

☐ **Yes,** I want the strength of Nintendo Power behind my game. I understand that if I subscribe now, I pay just $15 for 6 issues and receive my free bronze Team Power Pin. (Washington State residents add 8.1% sales tax: total $16.22.) Offer valid in U.S.A. only.

Name

Address

City State Zip

I'm paying for my subscription by (check one):

☐ Check or Money Order (Payable to Nintendo)

☐ MasterCard ☐ VISA

Card Number Expiration Date

Name on card

X

Signature of that person

Nintendo®

For You

(the Nintendo Power subscriber): Fill out first for your free Team Power tip poster.

Send my Team Power poster to:

Name

Address

City State Zip

0

Member Number **(Important)** (It's the MBR # above your name on the address label on the back of the magazine.)

Allow six to eight weeks for delivery. If you are paying by credit card, check or money order, enclose this coupon along with your payment or credit card information in a stamped envelope, for your own protection and mail to: Nintendo Power Magazine, Attn: Subscription Dept., P.O. Box 97043, Redmond, WA 98073-9743.

Why not call toll-free and subscribe immediately by credit card!
(The Nintendo representative will need to talk to the person whose name is on the card.)

1-800-422-2602

Call this number to respond to the special "buddy offer" only.

Nintendo of America Inc.
P.O. Box 97033
Redmond, WA 98073-9733

BULK RATE
U.S. POSTAGE
PAID
NINTENDO
of America Inc.